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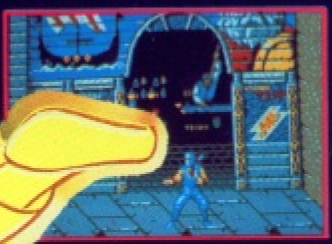
BACK TO THE FUTURE 2

EXCLUSIVE REVIEW + DEMO
+ HOLIDAY COMPETITION

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SIGNS OF T





SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer

FEATURING

interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... Take your techniques to the streets

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MC

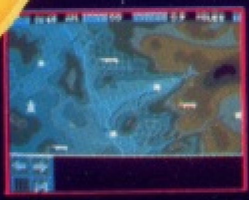


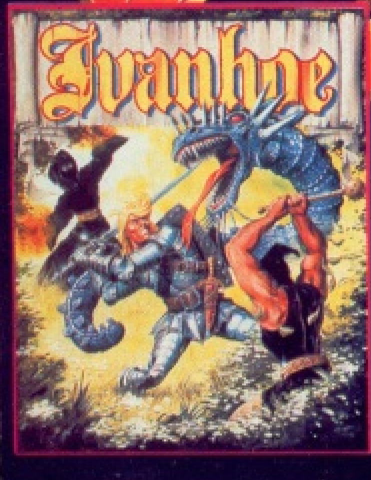
IVANHOE

Enter a mediaeval era in a mystical world where Ivanhoe, our chivalrous hero, pursues a perilous quest... a quest from which most mortals would flee ! Strap on your armour, take up your sword and brace yourself to face the magical powers of the most evil of wizards, the plunderous pirates, the most awesome of dragons and a host of hideous 'beings' in this land of legends. Superb animation, of cartoon quality and beautifully executed graphics create a visual impact unrivalled in the media of interactive entertainment.

THE LOST PATROL

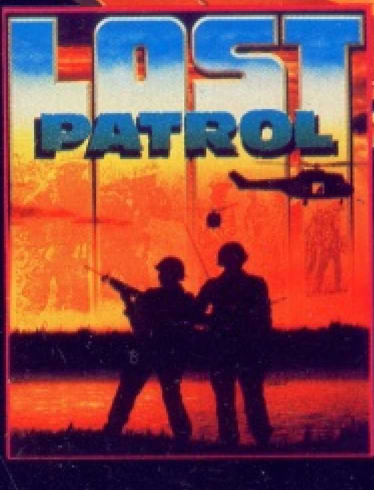
WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME. Our chopper tailed-out after taking a hit.... the pilot won't be leaving the ground again. Now I have to lead my weary platoon back to our lines through the jungles and paddy fields. Entering what appears to be a friendly village, only to find it is a cover for a guerilla faction, is just one of the things that helps our insomnia...Jeez, will this stupid war never end!

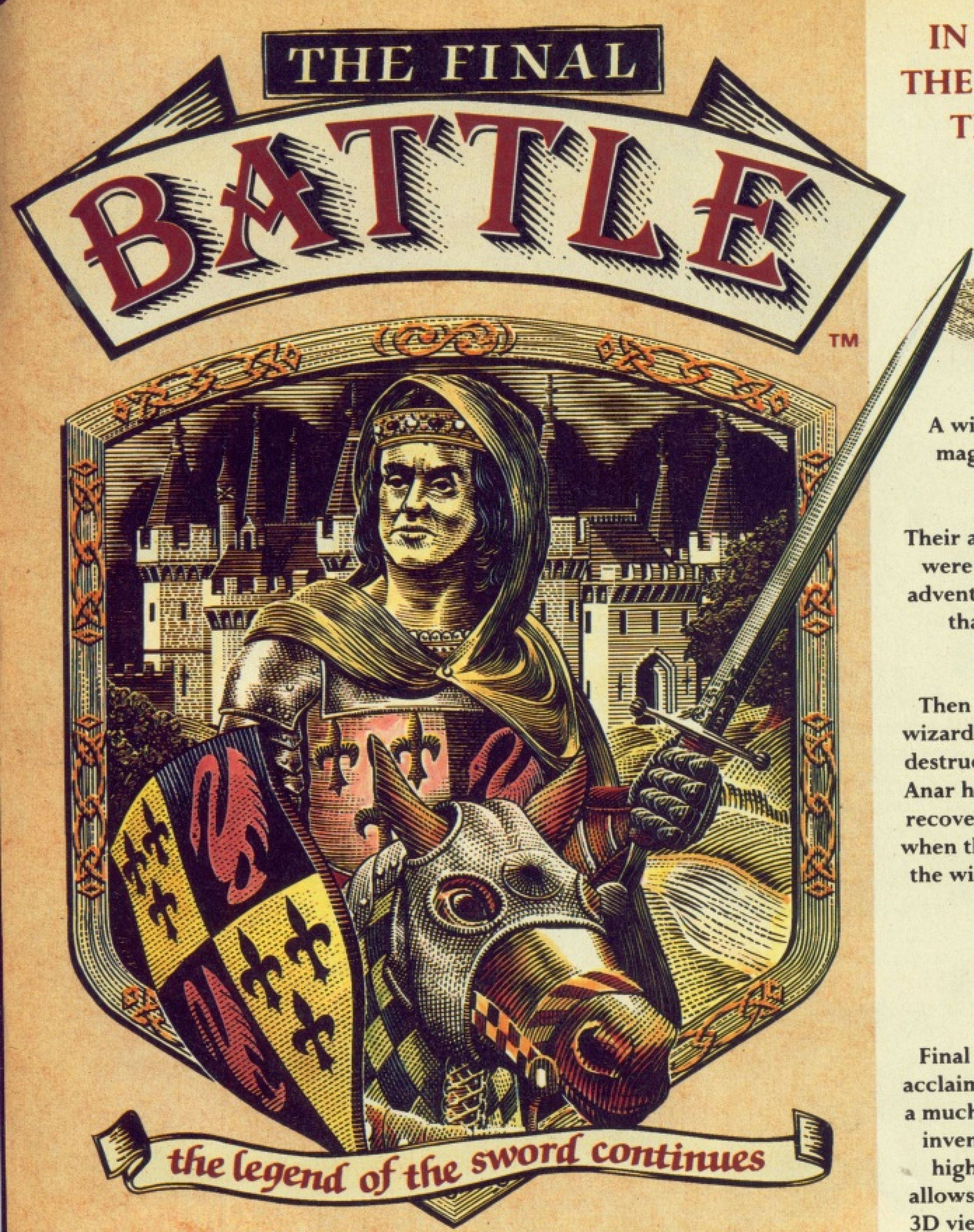












IN THE BEGINNING THERE WAS A SWORD, THEN CAME THE ADVENTURE.

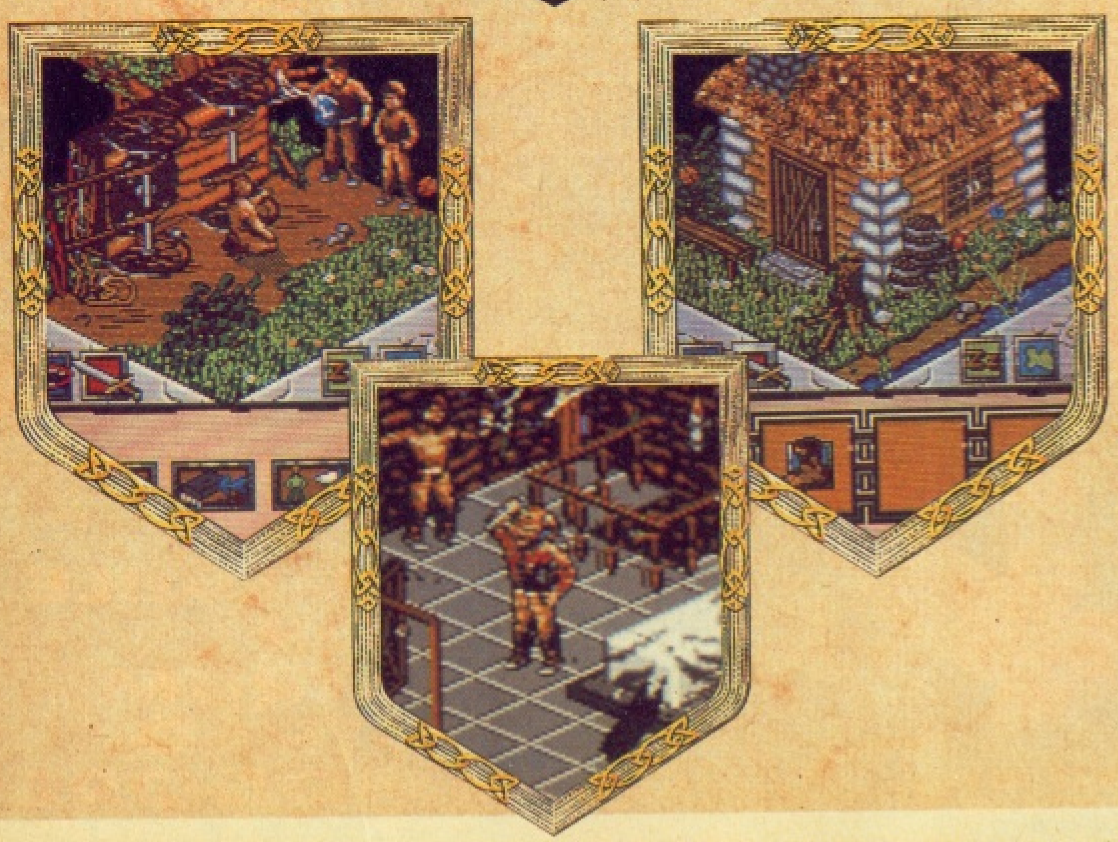
A wizard trapped in a teardrop. A magical sword. A race of mutant humanoids.

Their attempts to destroy the kingdom were thwarted by a band of fearless adventurers. In the chronicles of Anar that chapter became known as the Legend of the Sword.

Then the teardrop shattered and the wizard unleashed a plague of death and destruction upon the land. The world of Anar has one remaining hope: whoever recovers the six power crystals created when the sword was forged, may banish the wizard to the deepest pit of hell...

Final Battle, the sequel to the much-acclaimed Legend of the Sword, features a much larger vocabulary, an expanded inventory and superior graphics. Its highly sophisticated action system allows for weather changes and gives a 3D view of every location – a system at the forefront of contemporary adventuring.

When the teardrop explodes, only the brave can save the land.



PSS

Screenshots from Amiga version

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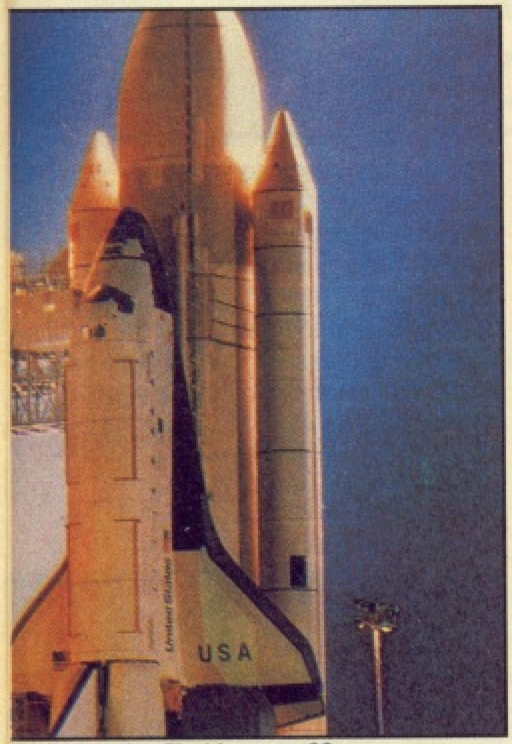
CU AUGUST

CONTENTS

SPECIALS

16 DISK ACTION
This month there's two levels from Gremlin's hot new release, Venus: The Fly Trap; level one of Back To The Future 2, the hottest license around, over a dozen hacks, our July issue Rotox cover brought to life.

32 WIN A TRIP TO FLORIDA!
In conjunction with Mirrorsoft, CU are offering you a chance to win a holiday for two in Orlando, Florida, home of the famous Epcot centre, Disneyworld and Sea World.



Blast off to Florida, page 32.

REGULARS

32 AGENDA
Commando dolphins are the main subject this month, along with the latest development in home entertainment, plus some weird and wonderful hi-tech innovations.

96 NEXT MONTH
Details of next months cover disk, and what you can expect to find in the September issue of CU.

- 6 BUZZ
- 12 INSIGHT
- 18 BACK CHAT
- 20 DEMOS
- 62 BUYER'S GUIDE
- 64 FANTASY ZONE
- 72 PLAY TO WIN
- 82 ARCADES
- 92 INSIDE INFORMATION
- 94 OUTER LIMITS

Thunderfox – Arcades, page 82.





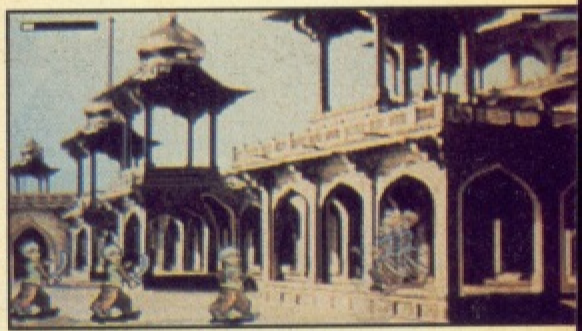
The ultimate quest? Hero's Quest 2, page 61



Looks great, but how does it play? Unreal, page 34



Electronic Arts tale of space empires. Imperium reviewed, page 53



Murder, mystery, intrigue – Khaalan, page 50.

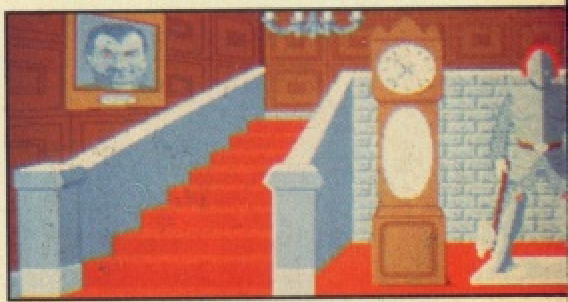
REVIEWS

We journey Back To The Future (again), relive the world cup with Kick Off 2, get spooky with Unreal and fight the forces of evil in Hero's Quest II — now that's value for money!



Gibson's on the game, page 45.

- 28 BACK TO THE FUTURE 2
- 34 UNREAL
- 36 STARBLADE
- 38 BOMBER BOB
- 40 KICK OFF 2
- 43 SHADOW WARRIOR
- 45 NEUROMANCER
- 46 AMOS
- 49 VENUS
- 50 KHAALAN
- 53 IMPERIUM
- 55 EMLYN HUGHES INT SOCCER
- 56 ANTAGO
- 59 BLOCK OUT
- 61 HERO'S QUEST 2



DIY for gamers. Amos, page 46.

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TURTLE SCOOP

The biggest license of the summer has finally been signed with Mirrorsoft leaping in at the eleventh hour to sign up the rights to *Teenage Mutant Ninja Turtles*. Their six figure bid was so late that another major software house, confident that they'd secured the rights, had already gone ahead and produced the packaging.

The game is scheduled to appear before Christmas to coincide with the film's release. It appears that Mirrorsoft will not be writing a game based on the film's plot, but simply converting Ultra Games' version. This itself was converted from the Nintendo with a game design not based on the film or even the Konami coin-op but the original comic.

The Ultra Games' import has received good reviews in a number of mags. Created as an arcade adventure it concerns the four Turtles' attempts to free their friend, April O'Neil, from the Foot Clan. Despite lost sales due to the import's success in the Amiga chart, the hype surrounding the film should make Mirrorsoft's version a hot contender for the all important number one spot.

PLANE STUPID

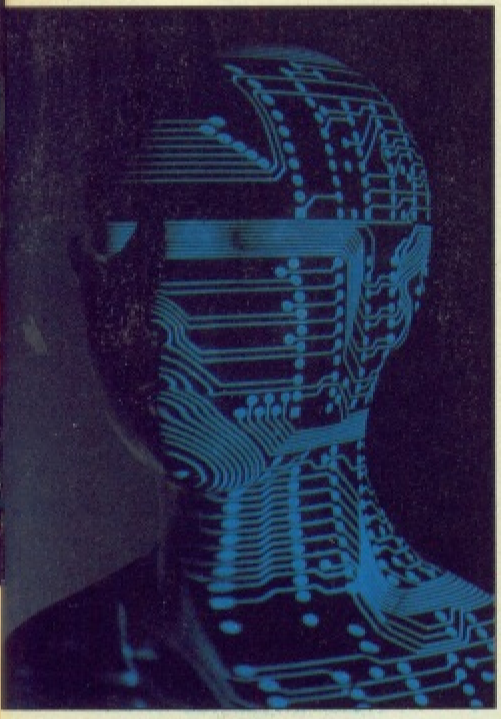


Domark are flying high after announcing the high-tech development of their first ever flight sim. Modelled on the MiG-29, the Warsaw Pact's most advanced fighter aircraft, the game's being developed by Simis, a professional design team with five years of simulator experience at British Aerospace. The MiG-29, Nato code name: Fulcrum, is a leading edge point defense interceptor/air superiority fighter. Its primary role is to attack incoming enemy aircraft and maintain air supremacy while throwing a protective umbrella over ground troops. Developed as a counter to the USAF's F16, the top-secret Mig-29 is also a front line attack fighter and carries the latest Apex, Aphid and AAM missiles and is equipped with BVR (beyond vision range) and a heat recognition system. Backed up by technical support from TASS, the Soviet News Agency, the game has been stencilled in for a Christmas release.

PUCKER UP

Gonzo Games follow up the smash success of *Wipe Out*, with a game that's backed by the British Street Hockey Association. *Street Hockey*, out at the end of August, is aiming to tap into the enormous popularity of the sport following national exposure on Channel 4. Attempting to recreate the head to head action, the action arcade game features multi-directional scrolling as players attempt to block, tackle, dribble, shoot and duck their way through the game. Featuring 3D action and set in Downtown Manhatten, *Street Hockey* follows your team from local league to Central Park action. There are separate on-screen monitors for each team member and a large screen for your current player. With no rules and no ref, there's all to play for.





RA

RA, the big chief of Egyptian gods, is not best pleased. You haven't been sacrificing enough people so he's decided to turn you into a Scarabaeus, a small bug-like creature. He's also built a series of huge mazes and placed you slap bang in the middle of them. You've got to get out by carefully collecting all the symbol stones without stepping into the many traps that have been set. By matching up the symbols of the stones you can make them disappear. With over 175 levels and a built-in editor to design up to 30 more, a mix of arcade action and logic solving, and digitized graphics of real Egyptian murals, the game is out on the Rainbow Arts label soon.



NEW LIFE

Frankenstein never had it this hard! All he had to do was steal a brain and assorted limbs, stitch them together, throw the 'leccy switch and, presto, instant life. Ciro have taken this idea and dragged it, alive and kicking, into the Cyberpunk era. *Extase* involves programming an android's brain and giving it the power of reason and creativity. It's a race against the computer to send the life-triggering electronic impulses down a maze-like connection of neural circuitry. Out from Virgin at the end of August.

GET WRECKED

Yep, that's what US Gold want you to do this October. They'll be launching *Sarragosa*, a graphic adventure set in a spaceship graveyard. It's the galactic equivalent of the Sarragosa Sea, an area that's claimed many naval vessels over the years and is shrouded in myth and mystery. The game features an area of space that's become the ghostly resting ground for a vast array of alien space craft. Becoming trapped in this metal jungle, it's your job to explore each ship, combat the alien creatures and find some means of escape.



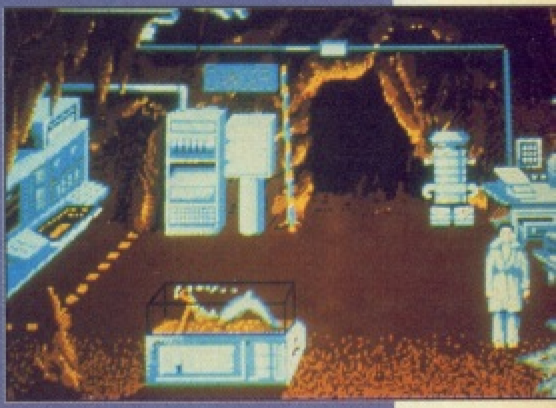
OPERATION HARRIER

Creative Materials follow up the success of ***Rotox*** with another game that utilises their revolutionary Rotoscape game technique. ***Operation Harrier*** is an action strategy game where you get to fly a Harrier from an aircraft carrier on 6 missions in an unspecified part of the world. The player has to refuel in mid-flight, has to exercise damage control, and wipe out enemy aircraft. Twice as fast as the original Rotoscape game, ***Operation Harrier*** has infinite zoom and rotation and features and Ultra Death mission from which there's no return! Out on the USG label in September.



MEAN STREETS

It's the year 2033. Tex Murphy, PI, has been hired by the beautiful daughter of a university professor to uncover the facts about her father's death. Playing the part of Tex, you also uncover the deaths of several prominent members of the scientific community! Is there a link? If so, who's responsible? With 27 characters to interview it's going to be tough deciding whodunnit. Each character responds to questions, bribes and threats and some actually talk. You'll crack high-tech security systems and rummage through offices and factories in search for vital clues. You'll also risk your life in shootouts and get to put a 3D solid-fill flight sim through its paces. Out in September 1990 on the US Gold label.



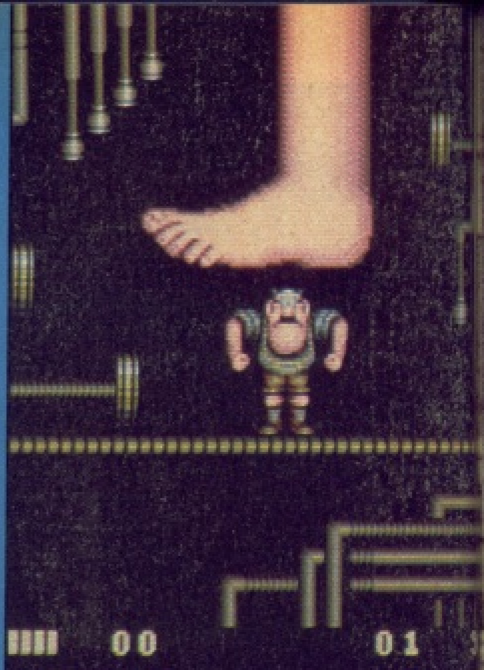
APPRENTICE

At 400 years old you're too young to join the guild of magicians! To gain the experience necessary to join the inner circle, you're sent to another world full of boxes. Quite why it's full of boxes isn't fully explained, but you have to use them to climb over obstacles, build bridges, throw them to destroy various nasties, and staple them together to cross quick sand. There are 40 levels in this jump 'n' run adventure, including lots of hidden levels and rooms which can only be entered after solving different puzzles. The aim of the game is to find and defeat Fumo, a fire-breathing dragon who has enchanted all the plants and creatures and trained them to attack you. A Rainbow Arts release.



BUZZ

MONTY PYTHON'S FLYING CIRCUS



And now for something completely different . . . Mr D P Gumby has literally lost his mind. During routine surgery his brain split into four separate pieces and escaped, each complaining of cramped conditions and overcrowding. You must guide Gumby, the popular Python character, through 4 levels in a quest to retrieve the four parts of his brain. To win a piece of the brain, Gumby must collect 16 tins of Spam from each level, in what can be described as a bizarre shoot 'em up/Super Mario Bros., type game. With sampled spech from the show, showers of dead parrots, silly walkers and the Spanish Inquisition throwing soft cushions, Monty Python will be in the shops this September on the Virgin label.

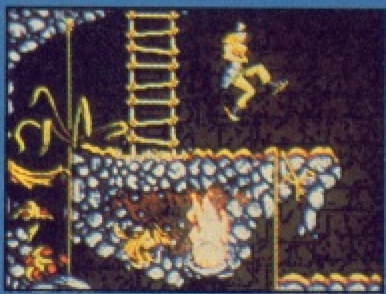


EAST V WEST

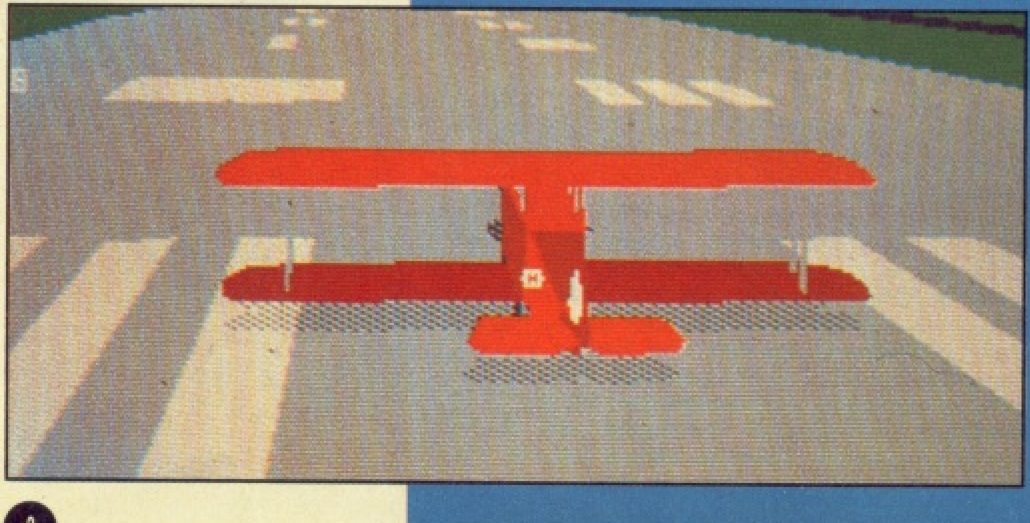
In 1948, the Soviets closed Berlin to all traffic forcing the Americans to airlift vital food supplies to the Allied sectors of the city. It was a tense time in international politics and was the start of the Cold War. Rainbow Arts have come up with a game that's set at the time of the airlift. You play an American agent who has to track down an atomic bomb which has disappeared from a British base. It's a race against time as the bomb will soon be passed over to Soviet agents. You have to follow suspects, pull strings with the military police and army, and seek help from the underworld in your attempt to track the bomb down. An audio cassette is also included which details the historical background to the game and supplies vital info to the story. Out now.

GOLD OF THE AZTECS

'Gold is the passion. Death the probability' runs the press release for USG's latest animated adventure. Using a unique development system that crams 26 megabytes of graphics into 2x 3½" disks, *Aztecs* features over 80 screens of tricks and traps. You play Brett Conrad, an Indiana Jones type character, who parachutes into Mexico in search of Aztec gold. Ah, but it's not that simple. Along the way you have to fight off pygmies, elephants, crocodiles and evil demons. Out in mid-August.



CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0



Although new to the Amiga, Chuck Yeager has long been a classic on the PC and 8-bit machines. This new version contains 18 aircraft, including P51s, F-18s, and the FY-117A Stealth Fighter, all with accurate aerodynamics and realistic 3D modelled graphics. Featuring all-new terrain, an improved on-screen Six Day Flight School and an audio tape by Chuck Yeager himself, AFT2 features multi-aircraft formation flying with the chance to perform Diamond 360s and Line Abreast Loops. Out on the EA label late August.


ROTOX
ROTOX – The man was a trooper in the elite marines, injured on combat duty. ROTOX – The Cyborg has been transformed by 22nd century science into a devastating computer, assisted fighting machine.
ROTOX – The game features a revolutionary technique called ROTOSCAPE which allows the whole landscape to revolve around you providing a 360° nightmare environment of deadly machines and hostile life forms. ROTOX – a revolutionary new experience!
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BUZZ

EXTERMINATE



One of the most original coin-op games of recent times, *Exterminator*, has been snapped up by Audiogenic and is all set for an Amiga release this Christmas. The game features an on-screen hand which has to visit 7 houses in a street, each with five rooms, and rid them of rats, spiders, flies, mice, wasps and other such pests. This is done by shooting, crushing, squeezing or stamping them to death. The game ends when all the houses have been cleaned up.

EXPLOSIVE ACTION



Impressions is gearing up for the launch of Commodore's CDTV with the development of *Legend of the Lost*, a multi-level arcade game set in the heart of an active volcano, for both the Amiga and CD-Rom. The player must rescue his girlfriend from the clutches of an evil organisation, whose HQ is in the volcano. The CDTV game will make use of the extra capabilities of the machine by offering cartoon sequences, lots of sampled speech and music. Out in September.

ON A WING AND A PRAYER



Origin hit the headlines this month with news of a 3D space combat shoot 'em up, *Wingleader*. It's a dramatic departure for Origin who, up until now, have enjoyed worldwide success with their *Ultima* series of RPG games. The Texan-based company have been touting *Wingleader* as having the audio-visual feel of sci-fi movies and early demos incorporate several cinematic and interactive animated sequences which help frame the dog fight action. The player must defend humanity from invading alien fighters by piloting four different types of starfighters, filled to the gills with state of the art weaponry including neutron lasers and image recognition missiles. The Amiga version should be ready early 1991.



INDEPENDENCE DAY

System 3 have moved away from Activision and have launched themselves back into the world of independent publishing. Announcing the move on July 4th, Independence Day in the US, their first product, *Flimbo's Quest*, has received rave reviews in the computer press (CU gave it 92%!). Other games in the pipeline include *Last Ninja 3* for Christmas and a racing game, *Turbo Charge*, due for a late October release. *Turbo Charge* is modelled on the Ferrari F40, features a variety of racing circuits and marauding helicopter gun ships intent on blowing you off the track. System 3 describe the game as 'outrunning *Out Run*'.

MONKEY BUSINESS

Splashed across the t-shirts of a generation, Ernesto 'Che' Guevara was seen by many as a freedom fighter and by others as a rebel guerilla. Fighting to overthrow the corrupt puppet government of Bolivia in the 1960s, he was eventually killed by state troops. CRL have started work on a strategic/simulation game with arcade sequences inspired by the armed insurgent's diary which he kept throughout his military actions. The player takes the role of 'Che', organising ambushes, attacks, defences and clashes with government troops. The ultimate aim is to defeat the government and historical accuracy and occupy the capital, La Paz.





TAROT

Tarot cards provide the inspiration for the dreamlike and surrealistic sequences found in this game. Your spirit has become detached from its body and must find the key to reunite with its physical body. You face situations and characters from the cards in a fantasy landscape which appears normal but can metamorphose at any time into bizarre apparitions. With a multiplicity of levels, you have to travel around piecing together elements of your personality by solving arcade game puzzles before you can reach the ultimate phase of the game. Published by The Software Business in October.

HELTER SKELTER





Originally released for Christmas 1988, *Helter Skelter* was somewhat lost in the crush of titles cramming the softshelves. Now it's back for a second crack with new graphics and digitised sound effects. Featuring 80 levels swarming with bug-eyed monsters, only Billy the Ball can save the day. Billy has to bounce around squashing the monsters and snatch the special tokens and collect bonuses. There's also a two player option with Bobby Ball competing against or helping Billy. You can also design your own levels using the screen editor. *Helter Skelter* is out on the Audiogenic label, late August.

HAGAR THE HORRIBLE

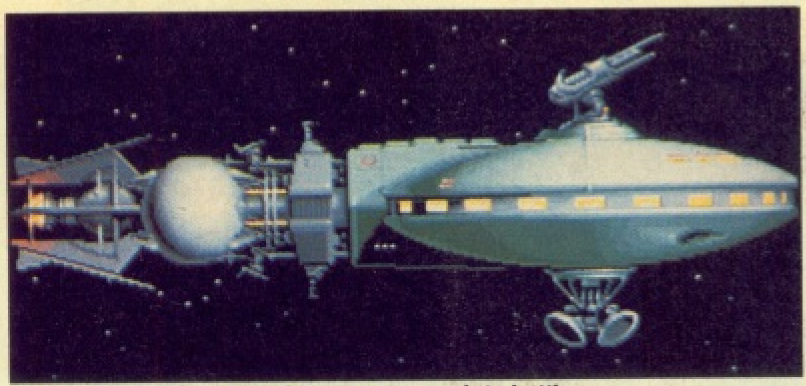
Everyone's favourite lager-swilling Viking makes his Amiga debut in September in a game developed by Kingsoft in Germany and distributed by The Software Business in this country. It's an action arcade adventure with lots of platform action set over 6 levels. Hagar must undertake a number of missions and return with gifts to appease his wife. This involves visiting various European capitals and returning with perfume from Paris or tulips from Amsterdam etc. There are numerous obstacles to overcome, such as dragons or opposing armies, and puzzles to solve on the way and Lucky Eddy, Helga, even Snert the dog make an appearance.



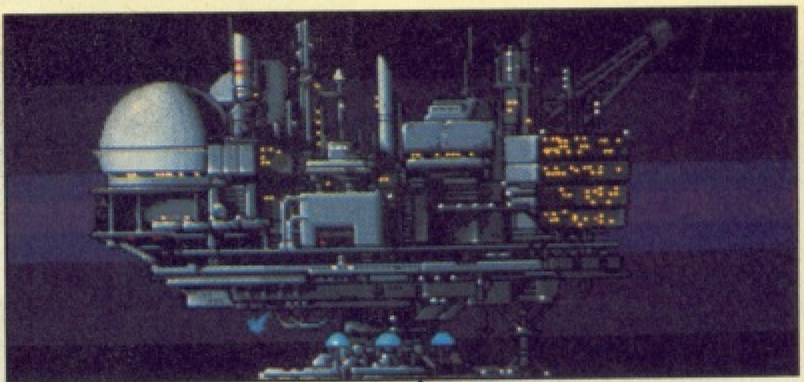
SUPER LEAGUE MANAGER

Starting off in the Fourth Division, it's your job as manager to help the team reach the top of Division One. Starting with a team of losers, you have to balance club finances and get the best players you can within a limited budget. Match day action is relayed by a teleprinter and on-screen graphics show how the game is progressing. It's unlikely you'll stick with the ame team all the way to the top and you'll have to compete with other clubs in the chase for key players. *Super League Manager* can be used as a standalong game or played in conjunction with *Emlyn Hughes' International Soccer*, giving the option of arcade football action. Out on the Augiogenic label this September.





The Battle Cruiser is used to carry troops into battle.



The Mining Station is invaluable for generating fuel and minerals.

Imagine taking elements from classic games such as *Elite*, *Federation of Free Traders*, *Sim City* and *Millennium 2.2* and combining all the best bits in one game; *Supremacy*, a still-in-production space strategy game developed by Probe Software, looks as if it might just pull it off!

Supremacy pits the player teach you the basic gameplay and ties in with the 25,000 word manual(!) which, if needed, provides a step-by-step guide for the first game. After you've mastered the myriad number of charts, the game progresses through three other scenarios featuring larger planetary systems and increasingly intelligent adversaries.

taxing the population you get cash to buy food processors, mining equipment, ships and troops. Terraforming is unpredictable so you cannot tell what type of planet you'll end up with. Tropical rainforests are good for food production, volcanic planets are useful for minerals and fuel, and desert worlds are hot on energy.

pea-shooter up to electro-armour and what looks like a portable tank for a blaster. Obviously, the more you spend and the more time you take over training the more formidable your army.

To make things a bit more difficult, the game logic is interrupted by random events such as comets crashing into planets or a

SUPREMACY

Supremacy, the new strategy game set in outer space, caused quite a stir at the recent CES in Chicago. Dan Slingsby beat a path to Melbourne House's door to take a look.

against four all-conquering alien armies in four different planetary systems. The first and easiest scenario involves an eight planet system and the idea is to capture the enemy base before they capture yours. The first alien leader, Wotok, is a bit dim and will attack anything that moves with, at best, inadequate force. Easily beaten, it's best not to skip this level as it helps

To begin with, apart from the two starbases, all the other planets are barren and lifeless and need to be terraformed to exploit their natural resources. You cannot launch an attack on the enemy base straight away as you haven't got an army and you've got to build one up from scratch. You've also got to control a wartime economy. The starbase acts as a cash cow - by

Troops are conscripted from the civilian population. It's possible to raise an army of 24 platoons, each platoon consisting of 200 men. The troops have to be trained over a period of time and their training level is reflected by the rank of their commanding officer ranging from Cadet up to 5 Star General. Equipment can be bought for credits and ranges from no armour and a

meteorite shower raking one of your space craft and causing it to blow up. When shipping food to an outer planet, you might find space pirates hi-jack the cargo vessel and nick the lot. There's also a bunch of mercenaries on the loose who can either be a big help or a right pain in the butt.

It's not necessary to terraform every planet in the system. The game requires

The main screen has click-on icons for easy access to the many data charts in the game. *The Starfield map. The face of the enemy gets closer as he approaches your starbase.* *This panel gives a visual representation of the type of world you have clicked onto.*

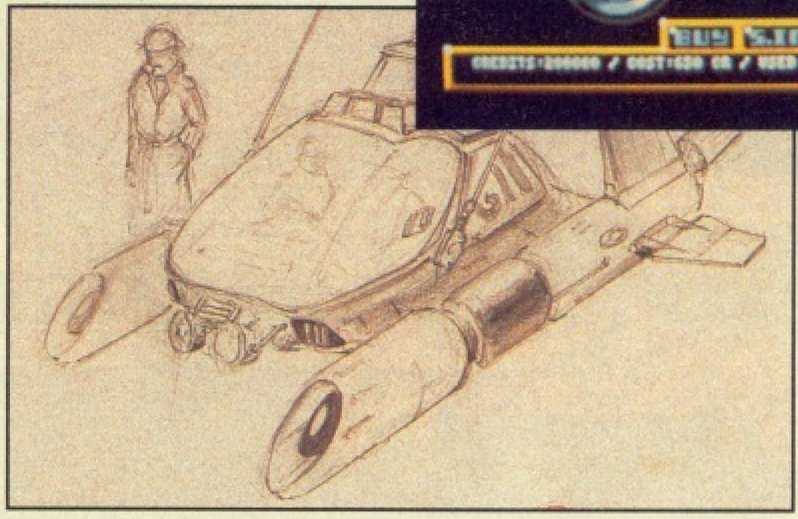


Click-on here for information on equipment and star ships. *This panel indicates that a ship is in transit between two planets and how many crew are onboard.* *Destination information including the planet's name and EDA.*



the player to exercise a degree of strategic thinking and resource management. By balancing resources and keeping a tight reign on expenditure, it's possible to beat the enemy with only a few colonised planets. Dave Perry, *Supremacy's* programmer, equates the gameplay to that of chess: 'It's got the same basic idea behind it. You have the two opposing forces at either end of the star system or board and you must carefully build up your strength and position. Occupying a planet is much the same as moving a bishop into an attacking position. It's very tactical with a slow build up and the parallels to chess are obvious.'





Right: An early sketch of a land cruiser. Above: The finished vehicle bore little resemblance to the original visualisation.

In-depth strategy games appeal to a very narrow band of purists who get off on a battery of hex maps and stats tables. For the majority of gamesplayers it must all seem a bit inaccessible. *Supremacy* is aiming to change all that and do for strategy games what *Dragon Master* did for FRP and broaden the appeal of the genre. It's certainly user friendly; the charts are easily accessed and presented in a well-thought out manner. The use of icons instead of keyboard commands also helps. The early demos I've played certainly had great depth to them and required a bit of planning, but everything followed a logical progression and the necessary info was easy to extract from the data charts.

At the recent CES in Chicago, the game went down a storm. Overall, there's over 100 hours of play on offer which should satisfy the most avid of strategy fans. There's also a save option so you don't have to take a week's holiday to play the game. *Supremacy* has been called *Football Manager in Space* and I cannot think of a better recommendation. We'll have a comprehensive review of the game next issue.

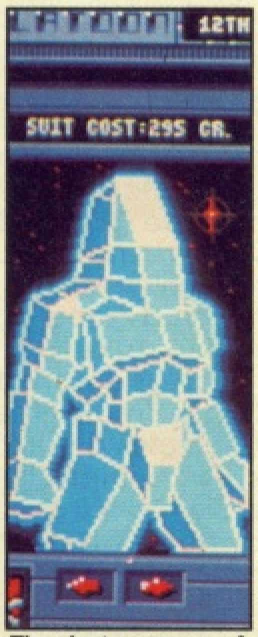


You can tinker with your troops' aggression levels and turn a docile bunch of layabouts into a pack of diehards who'll fight to the bitter end.





The four adversaries vary in intelligence and cunning.



The electro-armour of near-invincibility.



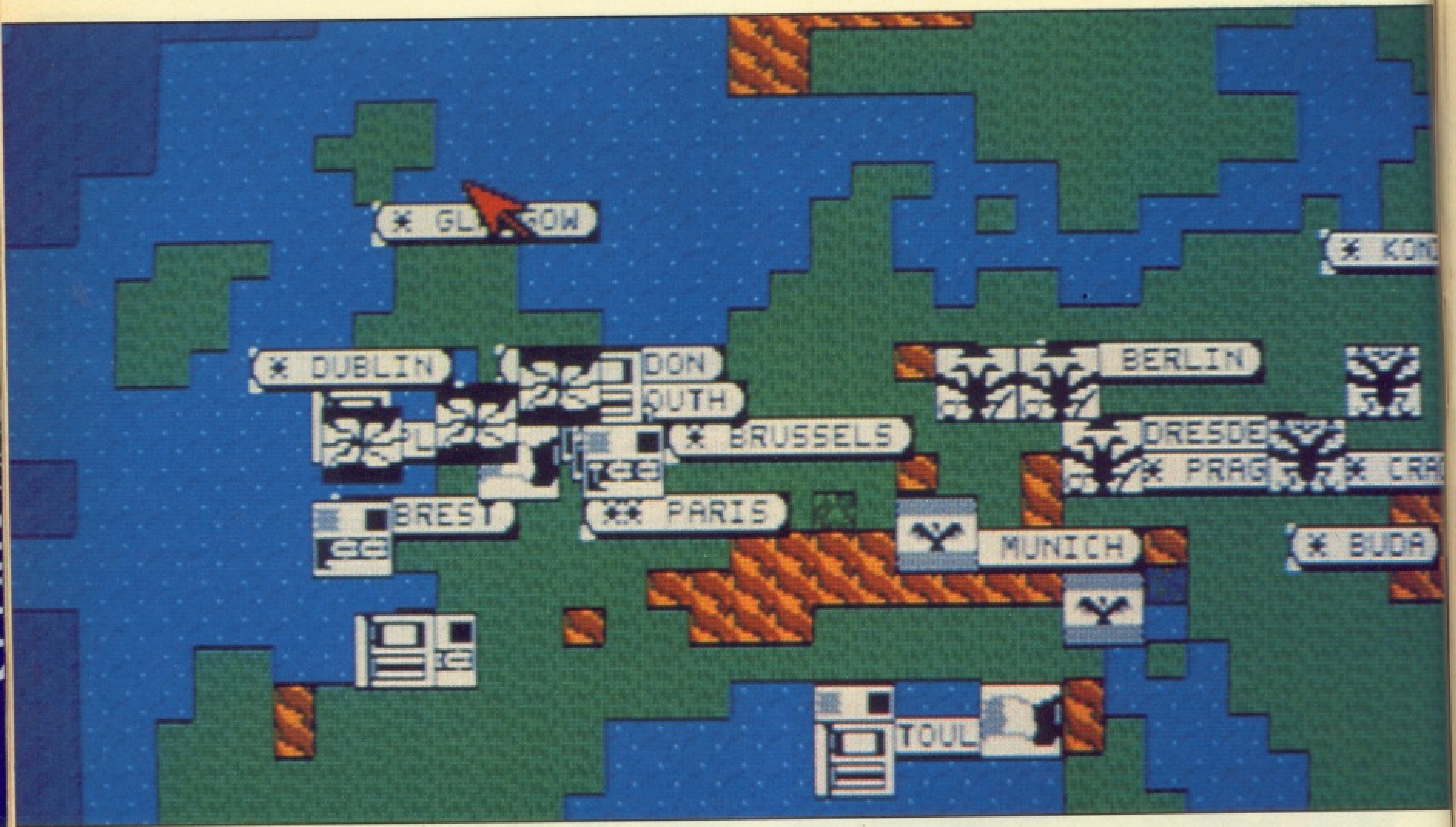
Nick Bruty is a bit of a dab hand with D-Paint III.



David Perry, the old man of the team, handled the programming.

THE TEAM

Dave Perry (23) and Nick Bruty (20) are the young team behind the game, Dave handling the programming and Nick turning in some tasty-looking graphics. Previous work has included Spectrum and Amstrad versions of Savage and Dan Dare 3. It was something of a challenge, therefore, to develop a game for the Amiga. With no previous experience in 16-bit computing, Dave and Nick had to knock together a series of utilities and compression routines from scratch. No easy task, but the nearly finished game looks and plays a treat. Featuring an 800k assembly file, 400k of graphics, a 150k soundtrack and 70k worth of digitised speech, the game has taken 18 months to finish.



INSIGHT

UMS 2

Ah, the smell of cordite, the sounds of cavalry charging and Panzer tracks clanking. Soon, it'll be time to pack up your troubles (and your joystick) in your old kit bag and settle down to some war time simulation. Mark Patterson reports from the front line

UMSII is being touted as the definitive military campaign simulation. The game offers the player the chance to battle it out across the whole spectrum of military combat from worldwide wars to individual battles. We'll have a full review in next month's issue

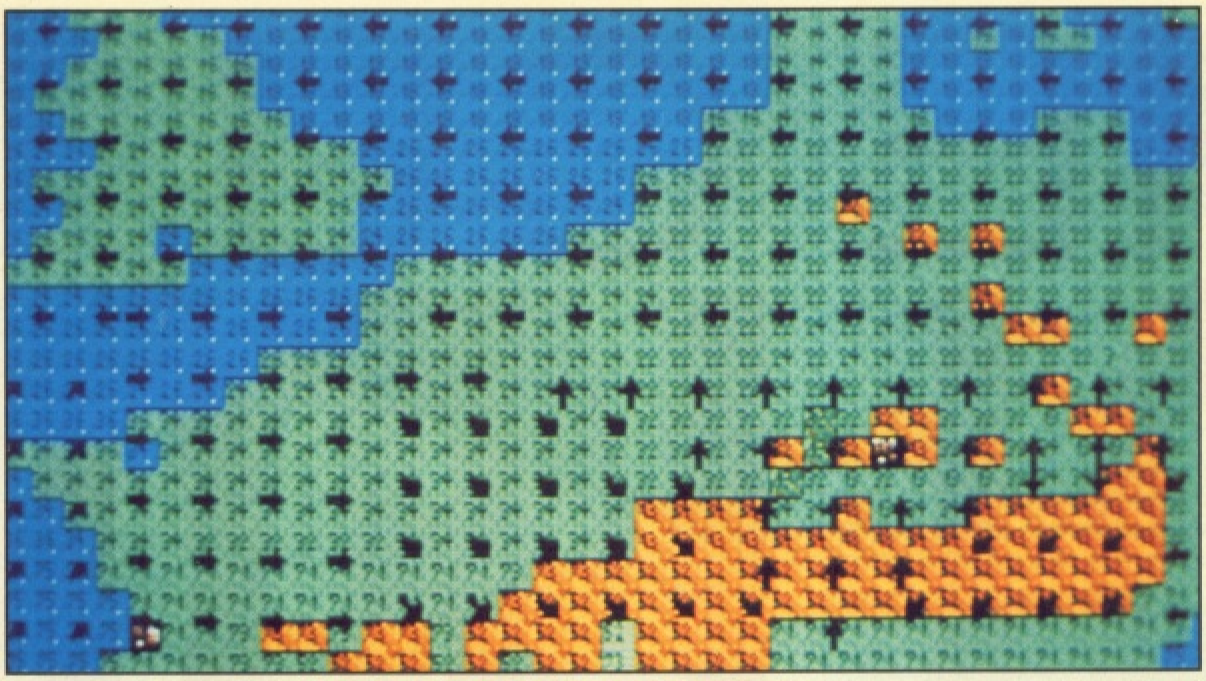
Universal Military Simulator, or *UMS* for short, took the world of computer wargaming by the throat and showed them how a battle sim should be done. Apart from a superior command system it also featured 3D graphics and add-on scenarios to further expand its use. However, IDI, the developers, have taken a completely different approach towards *UMS*'s sequel.

UMS II: Nations At War is set to take computer wargaming to its highest level yet. Intergalactic Development Incorporated have gone for a depth of accuracy unrivalled by any previous game, upholding their principle that wargames should be as authentic as possible. Historically, the three scenarios that come with *UMS II* are accurate in background and unit data. Visually the reports which arrive from your commanders are correct to the last detail including the headed paper and typewriter fonts. The weather patterns are also accurate for the time of year and play a significant role in the game.

The graphics have undergone the most dramatic change; gone are the 3D landscapes which made *UMS* so recognisable. The game is set on a global scale so it would take up far too much memory to view things in 3D. Therefore, *UMSII* uses a traditional 2D view, which is slightly easier on the eyes. The 3D action was at times difficult to view on screen as the use of one colour for the vectors made it difficult to gauge perspectives accurately.

New features include missiles, both nuclear and conventional, guided and free flight. There are also subs and ships which can be used for transport, to attack craft or bomb coastlines. Air forces and parachute regiments help make up the numbers. Now you can plan full scale invasions and offensives in several different forms which gives the game a greater depth.

Another important factor in wargames is ease of use. *UMS II*'s command system consists of clicking on respective units and the appropriate orders. As everything runs on a menu



The weather map of Europe on D-Day, including temperature, wind direction and speed, and air pressure.

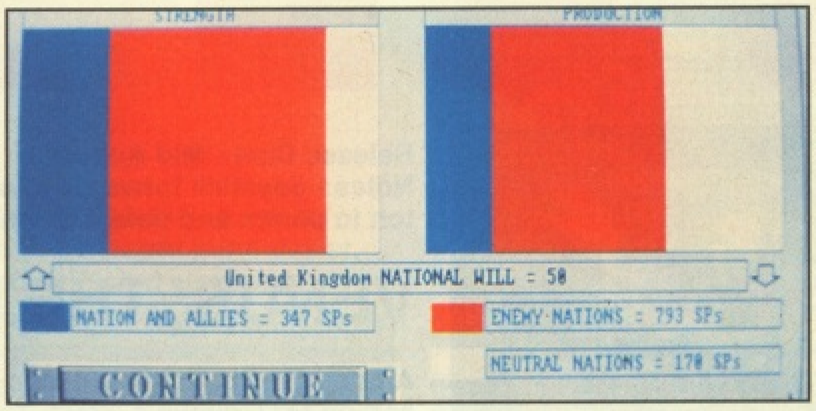


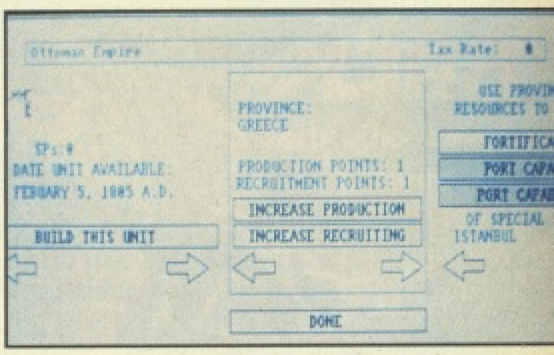
The US navy during the Napoleonic wars.

THE PLANET EDITOR

This expansion pack will give complete control over UMS II's workings. With The Planet Editor you can build scenarios incorporating up to 130 countries and 32,000 units, spanning every time period. Statistics for countries and continents can be changed to suit the political climate. Alter geographical details, typefaces, headed paper and just about anything else you care to mention.

system it's hard to lose your way when you're controlling multiple units. The units themselves can be viewed on several levels: The Group level lets you issue orders direct to most of your troops; on the Army level you get the largest units in the group. The lowest level, Division, is useful as you get a complete breakdown on all your units. So now, if you want to move the majority of your troops, you don't have to spend hours manoeuvering single units.





Above: A national profile of the United Kingdom.
Right: UMS II can be tailored to suit your own personal taste, that includes arming your armies with nuclear weapons a thousand years before they were invented.

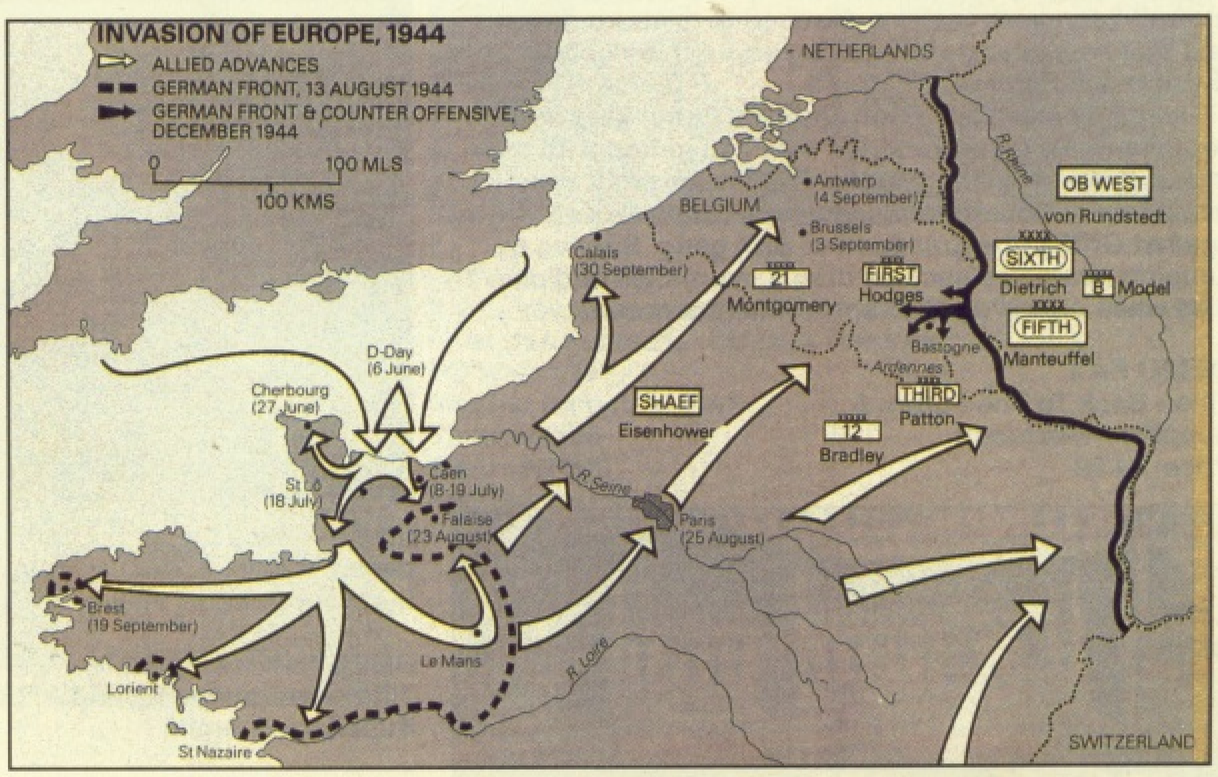
Orders can also be issued on a national level. You can instruct your country to recruit more troops or dedicate their efforts to building hardware or supplies. It's useful to remember, though, that your country's output is ultimately linked to its morale, which increases and decreases according to how the war's going.

Compatibility is another of *UMS II's* big features. Scenario files will be interchangeable between Amiga, ST, PC and Macintosh via disk, cable or modem, so you can try out your campaigns with your friends.

UMS II will be big. Not only is it comprehensive, it's well written, presented, and thought out. Above all, it looks set to be an incredibly user friendly.wargame. I look forward to reviewing it.

THE SCENARIOS

The first of the preset scenarios is Operation Overlord (D-Day). You can take charge of either the allied forces landing and invasion units, or the German guard units, U-boats, ships and V-2 sites. Naturally this is accurate down to the last unit taking part. The second scenario is the Napoleonic wars, which will appeal to wargaming traditionalists. Finally there's Alexander The Great, a scenario based on the campaigns of the General himself.



THE CU COLLECT



BACK TO THE FUTURE II

Returning from a jaunt to the future (via the set of Back To The Future 3) Doc informs Marty that his Kids (who haven't been born yet) are destined to grow up as jerks and that he has to do something about it, by going 'Back to the Future'.

The game starts with Doc and Marty knocking out Jennifer (Maty's girlfriend) so they can get on with their mission. We're giving you the first level which is the much touted hoverboard sequence, with Marty up against Griff's (the grandson of Biff) gang. Survive by jumping obstacles such as drains, manholes and puddles while pounding Griff's men into the ground.

DEMO FAX
Title:- Back To The Future 2
Supplier:- Mirrorsoft
Price: 24.99



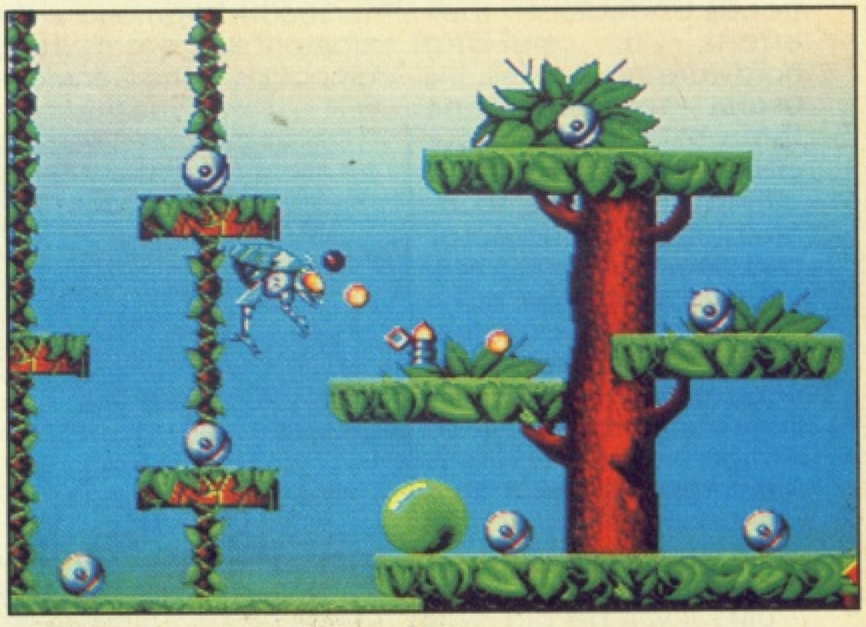
Release Date:- Mid August
Notes:- Joystick forwards to accelerate. Tap the fire button to punch and hold it down to jump

VENUS: THE FLY TRAP

A future Earth populated by cybernetic insects is the setting for Gremlin's latest. To combat these a scientist creates another robot insect, only this time it's piloted by you.

The aim of the game is to zap anything that comes into range. A horizontally scroller, you'll need to keep your wits about you as you blow your way through wave after wave of robot woodlice, beetles and fly traps. The second out of the two levels of the disk has flip pads which hurl your fly onto the top platforms where you get to hang out upside down.

Avoid the timers that are embedded in the earth as



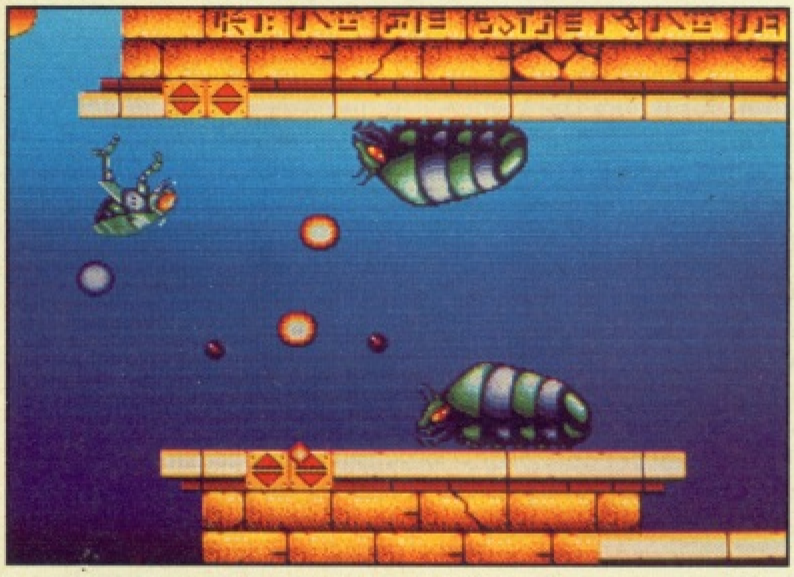
they'll reduce the amount of time you'll have to complete the level. Extra weapons can be collected, but use them carefully as they only have a limited ammunition.

DEMO FAX
Title:- Venus: The fly trap
Supplier:- Gremlin

THESE DISKS ARE BEATING THEM ALL. IN THIS MONTH'S COLLECTION WE'VE GOT A WHOLE HOST OF GOODIES. A PLAYABLE DEMO OF BACK TO THE FUTURE 2, A PLAYABLE DEMO OF VENUS, SUPERHACKS , AN ANIMATED COVER, AND A 'TRANSPARENT' MELODY FOR YOU TO 'APPRECIATE'. . . .

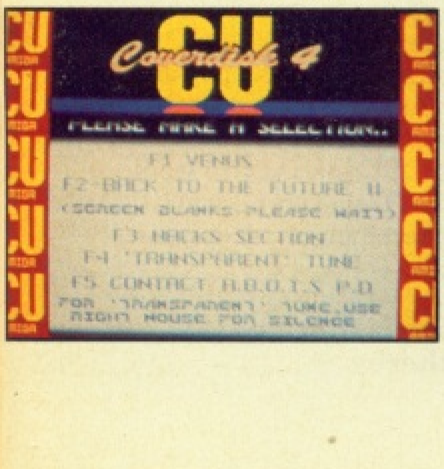
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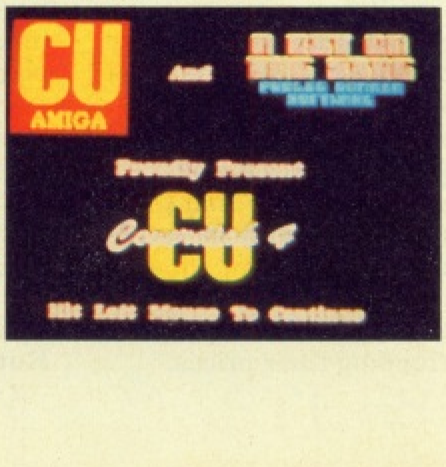
Price:- 19.99
Release Date:- August
Notes:- Shoot pods to gain bonus points and extra weapons. Arrowed pads give you a super jump power. F1 - F6 lets you swap between collected weapons.



IT'S EASY

To load CU Collection 4 reset your Amiga and insert the disk in the drive. While *Venus* loads the screen flickers and goes stripey for about ten seconds, don't worry this is perfectly OK. To get past the cover animation press CTRL+C. To leave the hacks screen press excape and you'll be returned to the menu. The music on the menu can be ended by pressing the right mouse button.





HACKS

This month's hacks section includes pokes for *Ivanhoe, F19 Retaliator, Fire & Brimstone, Impossamole, Ikari Warriors, Beyond The Ice Palace, Astro Marine Corps, Xenomorph, Lords of War, Spidertronic* and a working version of the *Rainbow Islands* poke. All courtesy of Andy Grifo. Follow the on screen instructions.



COVER ANIMATION

This month's animation is our July (*Rotox*) cover drawn and animated by Noise and Optix and supplied by Virus Free PD. If anybody has anything of this standard that takes up less than 100k and would like to see it featured on our disk send it in to the usual address.



FAULTY DISK?
If you have any problems with your disk, send it back to us at this address... CU Disk Returns
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...and we'll mail you a replacement straight away.

BACKCHAT

CU LETTERS

Write to us at CU, 30–32 Farringdon Lane, London EC1R 3AU

On the cheap

I've just read your article on the new CD Amiga. Instead of waiting for this format to hit the market, could I use the new CD Software with my Marantz CD player? Maybe there's a lead on the market which will plug into the headphone socket of my CD player to connect to the Amiga A500 system. This was possible with the Spectrum 128K

P.Shorty
Staffs.

Remember that the Spectrum loaded up using sound to data conversion, so the CD was nothing more than a better quality tape. Unfortunately, you will not be able to use the CD software with your normal CD player.

Tips for the top

Flicking through your mag the other night I could not help but notice the stunning looking footie sim, *ITALY 1990*. Whilst having a browse through the pics I noticed that there was a results table and, lo and behold, there was one of the only scores of the World Cup so far: Argentina 0 - Cameroon 1. I couldn't believe my eyes! Is Mark Patterson dealing in the occult?

What made me really flip was when I went back to check the results a week later. I was astonished at your success rate - you predicted the Brazil v Sweden match and the Costa Rica v Scotland match perfectly among others. If I'd have put a bet on I'd be very rich indeed! Any more tips?

Jez Dutton,
Southport.

Yep, we certainly got a few of the results right, didn't we?! The entire CU staff has now quit after making a mint down at the bookies and this is the magazine's last issue. Or rather it would have been if Mark had put the bet on with the money we gave him instead of scoffing 3 Big Macs at the local McDonalds.

Hidden truths

I read with interest your 'Screen Scene' intro in June's CU. One thing you do not explain is why the overall percentage you give a review is rarely the product of the four subordinate rankings. Taking this edition as an example, only *Turrican* reflects an accurate figure out of fifteen reviews. There can only be two possible reasons: (i) You have never spotted this error, (ii) There is a hidden element you are using which you do not wish to disclose to your readers. But if (ii) was true, *Turrican* would not compare! Please enlighten me.

R.A.Whitehead RAP,
Laarbruch.

The overall mark includes many hidden factors, such as game originality and value for money. If we used an average of the four marks instead, something like *Pipemania*, which has poor sound and graphics but is incredible to play, would get an unfairly low mark.

Rip off

Since the dawn of time, or at least the dawn of 16-bit computing, we, the public for whom the games software industry exists, have been patiently waiting for the long promised drop in the price of software.

In the beginning, when Atari and Commodore brought forth the ST & Amiga, the sceptical software industry produced a few pathetic games for these potential entertainment monsters and priced them somewhere between ridiculous and insane, citing the small user base for these new machines as the cause for the inflated prices. This excuse, at the time, was almost acceptable, and along with assurances that prices would drop once the user base of these 16-bit micros expanded sufficiently, it was also tolerable.

Well, two years have passed since then, and far from decreasing, the price of software seems to be nudging up towards thirty quid; why? It's a well known fact now that there are considerably more 16-bit machines around, and yet the majority of software companies show no signs of dropping their prices. Instead they come out with a whole new range of placating excuses, from: 'software prices reflect the increased development time needed for 16-bit games' to 'the license for this game cost us £250,000 etc.

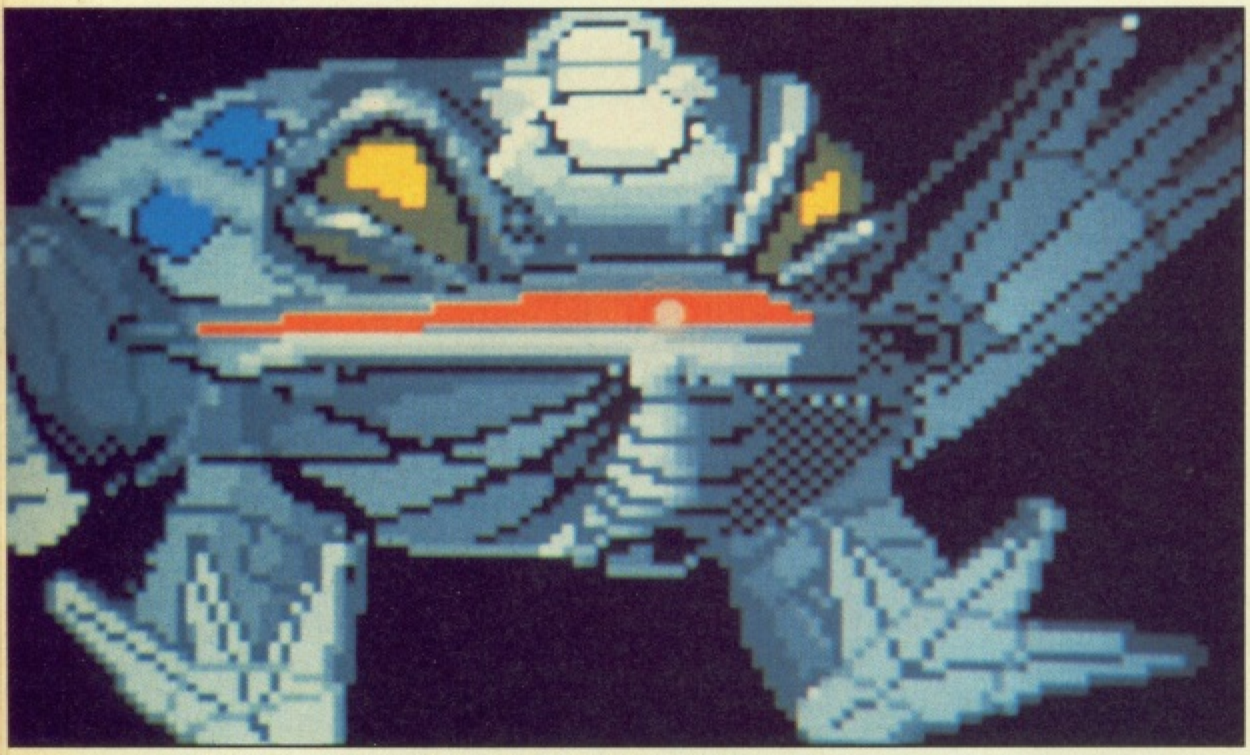
To my way of thinking this is, to put it bluntly, crap!! Very few games recently released show much evidence of 'increased development time', and you can count the number of good games from licenses on the fingers of one hand. Enhanced graphics and amazing sound are all very well, but in terms of game play most software houses seem devoid of any good ideas at all. It has often been said that many 16-bit games are simply beefed up 8-bit games. I would disagree, remembering the weeks and months of fun spent playing 8-bit games; there are few 16-bit games that can claim to hold your interest for that long.

It seems to me that the software houses have quickly realised that the consumer, will continue to pay ridiculous prices for software, and so there is consequently no real need, or desire, on their part to drop prices. But surely, if they are clever enough to make the games they should also be able to see that lower prices will mean more sales in the long run, and therefore more business. £25 or £30 is simply not an acceptable amount to ask us to pay, especially when few games warrant such inflated prices. What is the point of possessing powerful machines if you cannot afford the software for them? I think that 15 would be fair. Come on all you software houses, drop your prices.

Adam R. Morley,
Rotherby.

DEMOS

This month *Star Trek* arrives on the PD circuit courtesy of Mr T Richter. There's also a wacky Popeye/Beachboys duet and double helping of PD Games.



Star Frog. Available with the CU cover anim from Virus Free PD.



One of the many animations on Passion disk 1, available from Virus Free.



Sky Fight. Two player dogfighting available from Premier PD.



The power remix. A fairly bog standard pic with a rather decent tune.

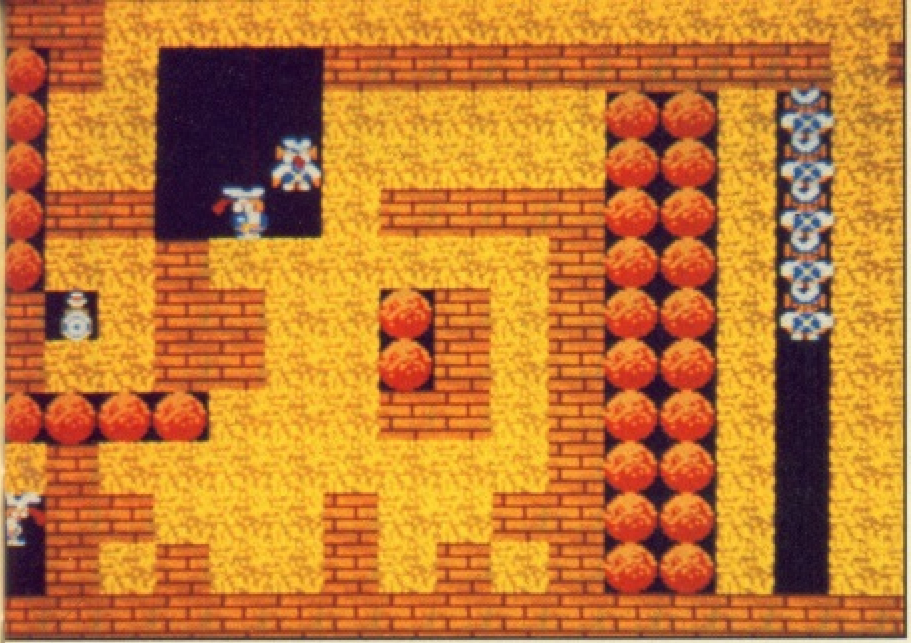


Crummy picture, but a fantastic track combining the best of the Beachboys, Popeye and Bowie. Available from Premier.

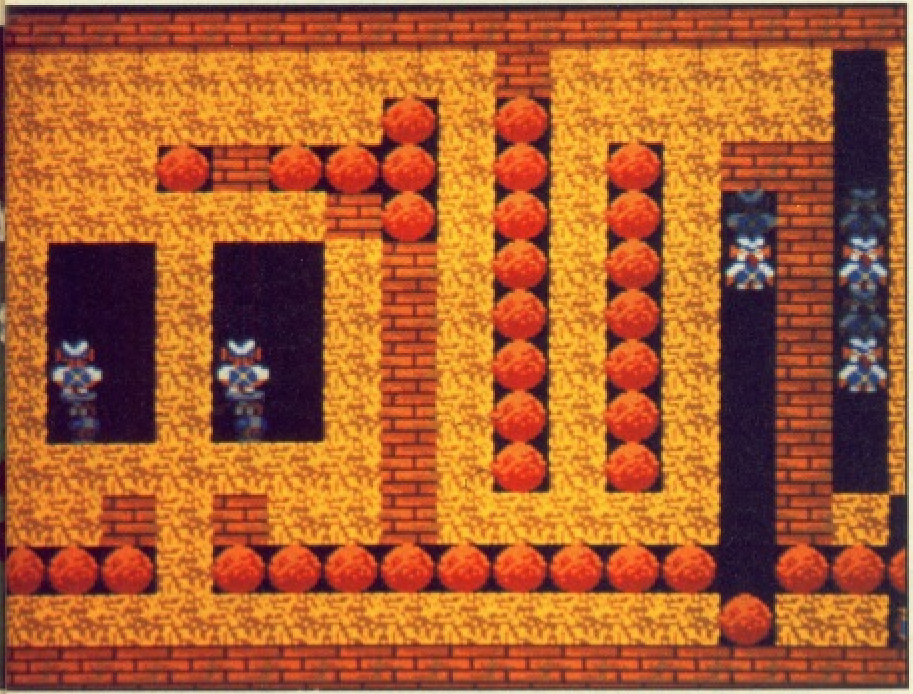
Another Passion animation, this time on disk 2.

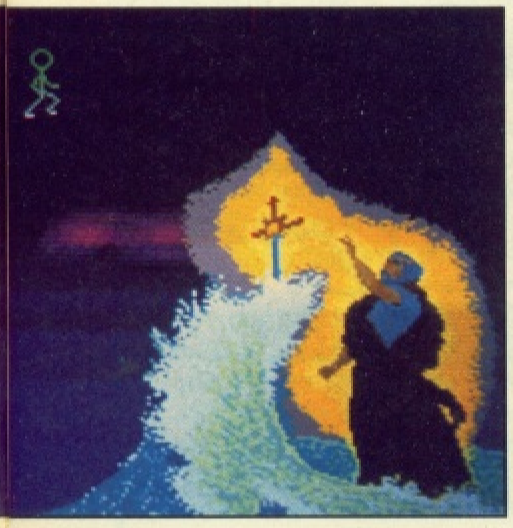






Werner, an average, but fun Boulderdash clone. Available from Premier.





The Aurora scrolly from Aurora in Sweden.



Last of the excellent Passion anims.

Virus Free PD, 23 Elborough Road, Swindon SN2 2LS.
A Bit On The Side, 8 Thorold Place, Kirk Sandall, Doncaster.
The Deeper Domain, 128 Portland Crescent, Stanmore, Middx HA7 1NA.
Hasslefree PD, 168 Wolsey Way, Syston, Leicester LE7 8NX.
Premier Pd, 15 Croxteth Drive, Rainford, Merseyside, WA11 8S2.





DEMOS COMPO

CHANNEL FOUR TELEVISION

Send in your demos/routines and get YOUR chance to WIN a video recorder and cameras PLUS the dizzy heights of TV stardom. Enter one of two classes — "amateur" if you are a total beginner or "professional" if you are already established and have had work published in magazines and/or PD companies, plus either the junior category (up to and including sixteen years of age) or the senior (seventeen and above). You don't have to be a brilliant artist to enter — we'll be taking hard work and originality of thought into account — but if your demos stand out they could well be given airtime on the forthcoming Channel Four programme BUZZ. And the top entries will all be displayed at this year's ECES Show (formerly the PC show).

So, using any number of packages, put together a short for the Amiga. How you prepare it is up to you, and you can submit your work on disk or videotape. Whatever format you choose we'd like a brief explanation on how you did it.

The CU Demos Competition is run in conjunction with Electronic Arts and the runners-up will each receive a copy of Deluxe Video or DPaint III. The competition runs from now until 3 September and we'll keep you posted on its progress.

THE RULES
1) All work is yours or that of your group.
2) All submissions must include an entry form.
3) All submissions must include a pause mode.
4) The judges' decision is final.
5) Entries should be produced using a megabyte or less (A500 plus ½ meg expansion).

Please enclose a brief explanation of how you put it together.

Send your entries to CU, Demo Competition, Priory Court, 30-32 Farringdon Lane, London EC12 3AU.

ENTRY FORM: CU DEMOS COMPO

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Age: ....

Amateur/Professional (please delete one)

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D146 RSI MEGADEMO. Probably still the world's best. GET IT (2 disks).
D148 CHARON. Classical style demo. Haunting! (1 Meg, 2 drives, W/B).
D151 DEATHSTAR MEGADEMO. inc fantastic cosmic explosion! (2 disks).
D152 NASA PICTURE SHOW. Digitised space piccys.
D153 PUGGS IN SPACE. Brilliant, the ONE you must have!!!
D157 SPACE ACE DEMO. Best on 1 Meg. demo of game.
D160 TRILOGY MEGADEMO. Recommended, includes Shoot 'em up (2 disks).
D161 PREDITORS MEGADEMO. Inc 2 Games! Great Aussie Demo (2 disks).
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D306 SUN SLIDE SHOW 2. Great hand made pictures.
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D001 ALCATRAZ MEGADEMO. Absolutely brilliant!!! (3 disks).
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D310 PHOTOMONTAGE 2. Using Digi View Gold. A brilliant collection.
D311 PHOTOMONTAGE 3. Of high res stuff frm Utopia.
D314 GOLAMS SLIDESHOW. Fantastic Hand Made pictures!
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D316 ELVIRA. Will we see the game? Here's the demo! Creepy!!
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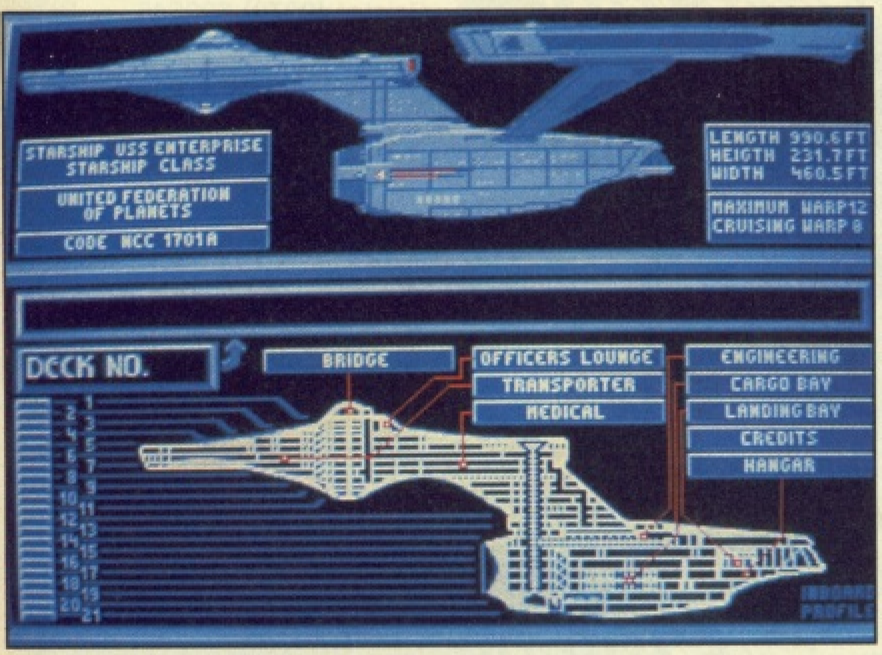
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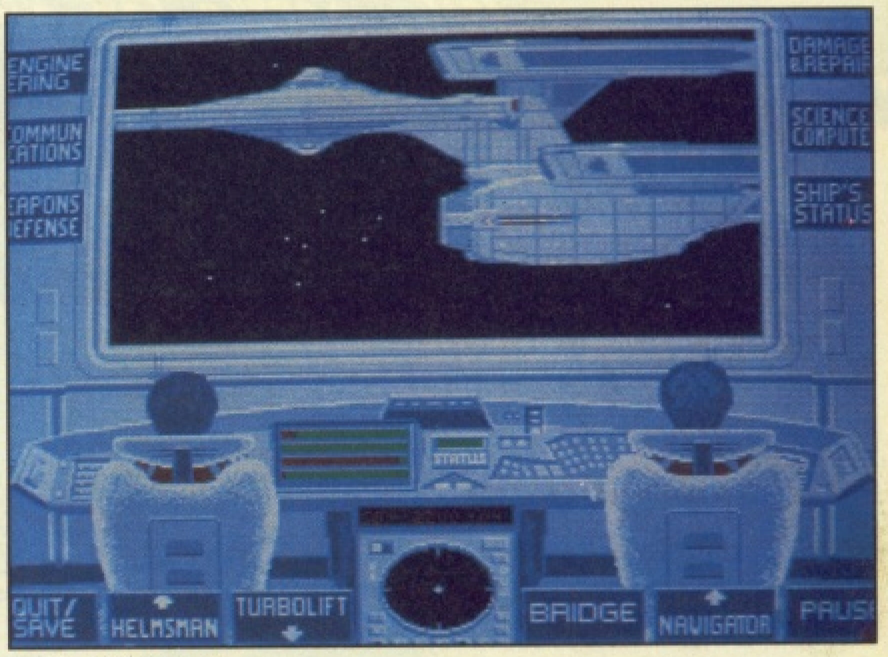
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DEMOS



The various levels of the Enterprise.



Another UFP Starship.

ALL NEW STAR-TREK
AUTHOR: Tobias Richter
SUPPLIER: Premier PD, Hasselfree PD. TYPE: GAME
INFO: Two disks. Enhanced sound with 1 Meg

Before the game boots you are asked if you wish to read the documentation. This is only wise if you're fluent in German! Luckily the game is self explanatory and the text is in English. After a typically good Tobias Richter intro-animation you're thrown into the captain's swivel chair, staring in awe at the size of the game area: literally a universe.

After exploring the Enterprise you're ready to set off on your first mission, but hurry up because good captains are in short supply and Starfleet HQ are constantly bombarding you with new missions. These range from ferrying cargo across the galaxy to intercepting enemy craft.

There are some unnecessary details, like messages that inform you the cook is going on strike or various senior officers to sing with at dinner — resulting in the rest of the crew demanding earplugs.

The atmospheric sounds give the game a real Trekkie feel, with sampled speech, lasers and such appearing on expanded machines, with the odd effect dropping in here and there on 512k Amigas.

This is a fantastic game that could easily have been released commercially. Though its appeal wanes after a while, but it's PD so it's a bargain not to be missed.

Adrian McEwen, Neil Sowler, Neil Henthorn.

OVERALL SCORE: 88%

If you have any demos of your own you would like featured in this section send them to: Readers Demos, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please enclose an SAE if you wish your disk to be returned.



The gruesome Freddy demo from The Deeper Domain.

PD TOP 10

N.E	▲	1.	X	110	Fraxion Horror
①	▼	2.	D	180	Scoopex Mental Hangover
③	=	3.	X	118	Travellers Fantasy Slideshow
②	▼	4.	X	108	Showering Girls (1 MEG)
④	▼	5.	M	031	Destination Docklands
⑥	=	6.	D	138	Predators Megademo
N.E.	▲	7.	D	001	Alcatraz Megademo
⑤	▼	8.	X	107	Megaton Man
N.E.	▲	9.	D	011	Newtek Demo
⑧	▼	10.	U	205	Games Music Creator

Chart compiled by NBS, 132 Genville Road, Newport, Isle of Wight, PO30 5SU.



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YOLANDA

by Steve Bak

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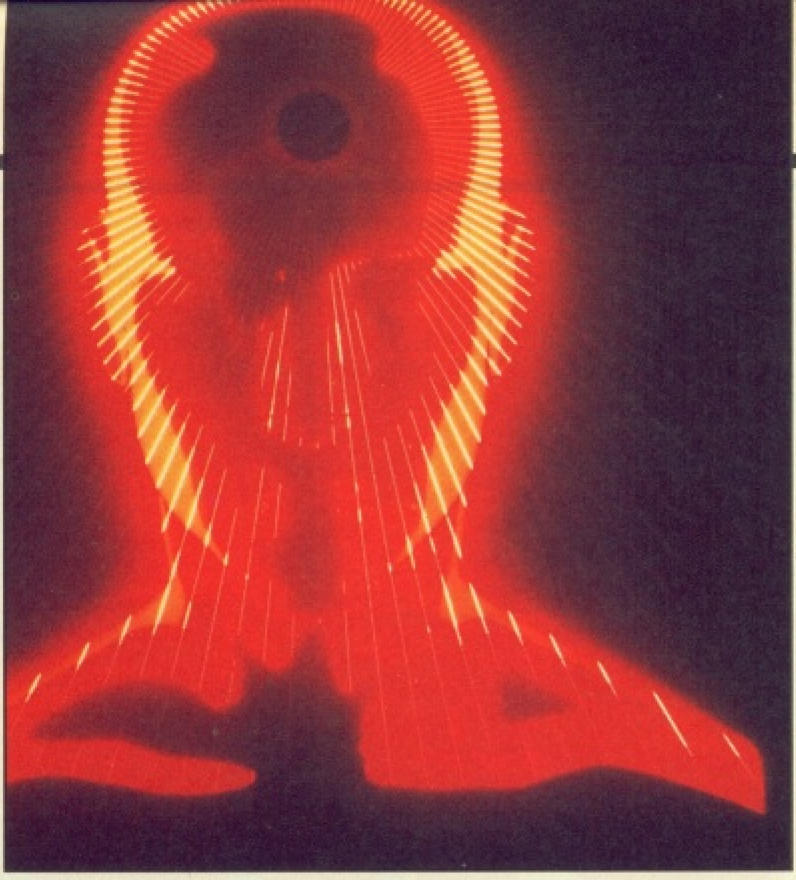
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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND
Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS
Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY
This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY
Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL
The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if your a fan of the game style.
60-69%	Above average, but room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC
Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why.

THE TEAM
STEVE JAMES — When younger, nipper Steve used to drink pretend beer made out of Andrew salts and cocoa powder. He also used to kidnap and bully younger kids, but wouldn't admit to it. When asked to explain his bullying, Steve insisted he was only conducting genetic experiments!



Are the stories about Steve and his hampster true?

DAN SLINGSBY — A bit of a DIY enthusiast when a toddler, Dan liked nothing better than sawing the legs off the family dining chairs or cleaning the chimney with fireworks. Ever inventive, he also decided he could drive the new family car without using the brakes or steering round the garage door.



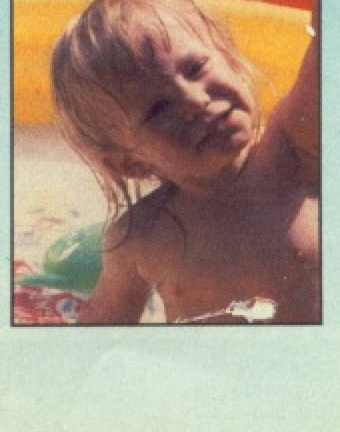
Dan 'Driller Killer' Slingsby – what a picture of innocence.

MARK PATTERSON — Mark joined his first group, a reggae band, when only eight. Although PAs were restricted to the playground, it didn't stop him getting booed off stage. Somethings never change! Mark is also the only two year old we know who had shoulder length hair and whose favourite food was curry.

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

Mark Patterson's last bath – believe us!



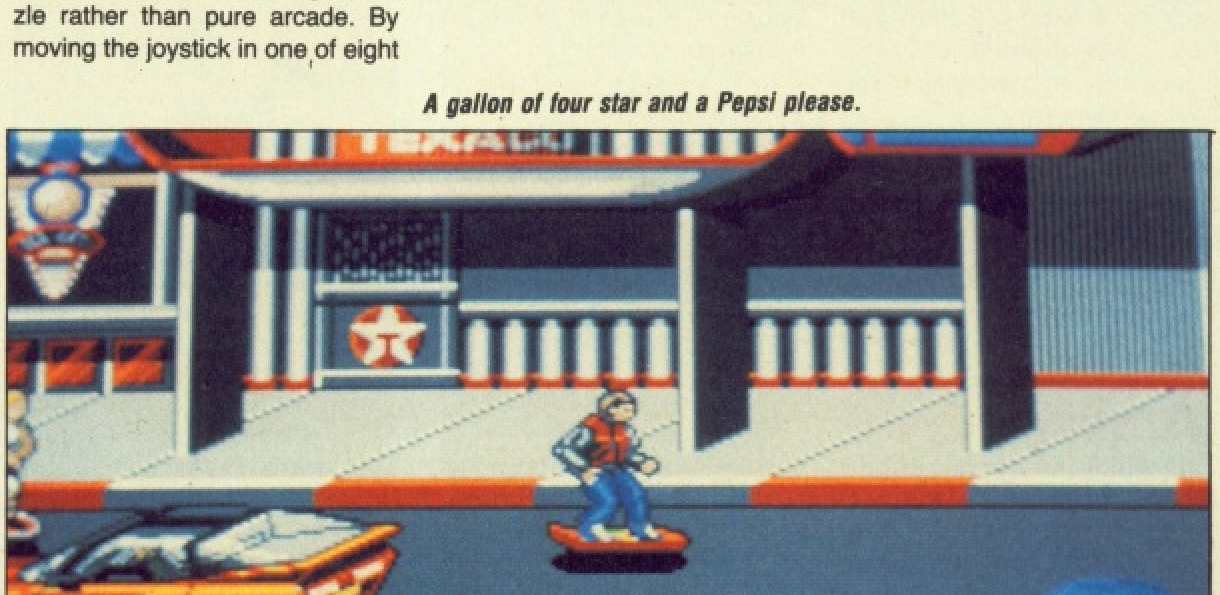
BACK TO THE FUTURE 2

Though not as acclaimed as its predecessor, *Back To The Future* 2 still managed to make a few million dollars for messrs Spielburg and Zemekis. The plot carries on from where the first left off, with Dr. Emmet Brown, Marty and his girlfriend, Jenny, whizzing off at 88 mph in a Dolerean-cum-time-machine, on a jaunt to the future to prevent Marty's kids from growing up as jerks. When they get there Griff, the great grandson of Biff from the first film, uses the time car to transport a sporting almanac back to Biff in the 1950s who uses it to become a millionaire, thus altering the future. As a result, Marty has to travel back in time, save his other self from Biff's gang and then steal back the almanac. Yes, it does take a degree in quantum physics and relativity to understand.

There's so many crossover plots in the film it seems almost impossible for a game to do it justice. Image Works have approached the game by taking the five main scenes from the film and making them into individual game sections. The first of these is the hoverboards. This is portrayed in the same way as standard skateboard games. The first bit scrolls left to right with Marty punching out members of Griff's gang and picking up strength from Pepsi bottles and the like. Getting used to the controls and learning when to avoid cars is the key to completing this level. My only complaint is that it drags on a bit.

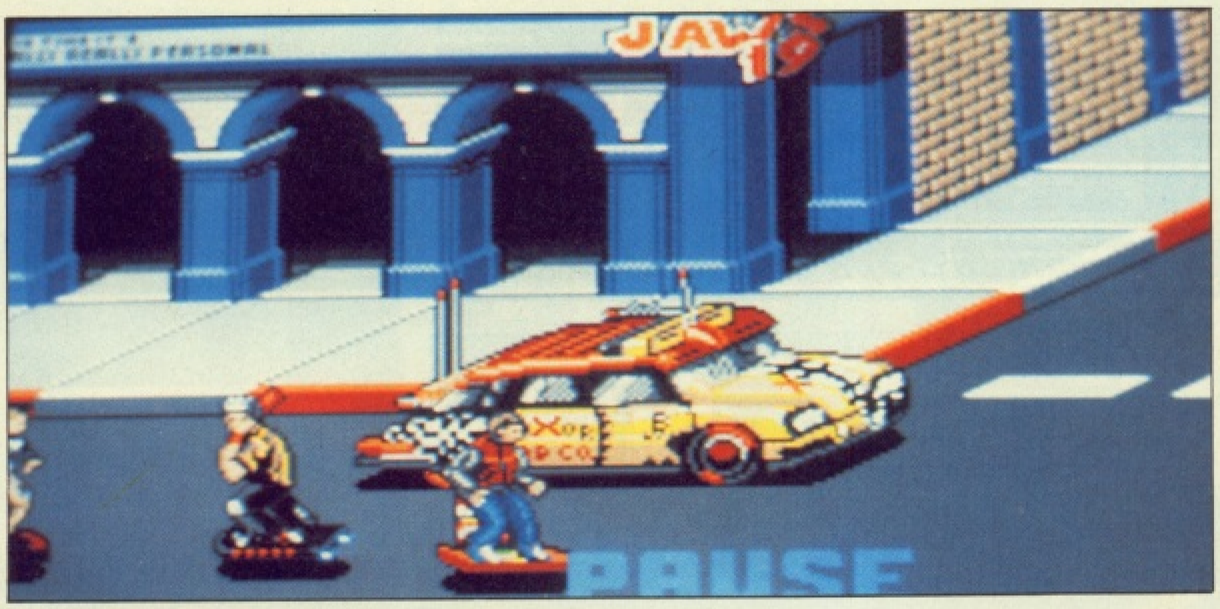
While all this is going on Jennifer gets herself arrested and taken off to her future home. The snag here is that if she meets her future self she's liable to have a breakdown. You've got to help her escape without meeting herself or her future family. This scene was obviously inspired by Cinemaware's hospital sequence from *It Came From The Desert* game, though it's played as a logic puzzle rather than pure arcade. By moving the joystick in one of eight





A gallon of four star and a Pepsi please.

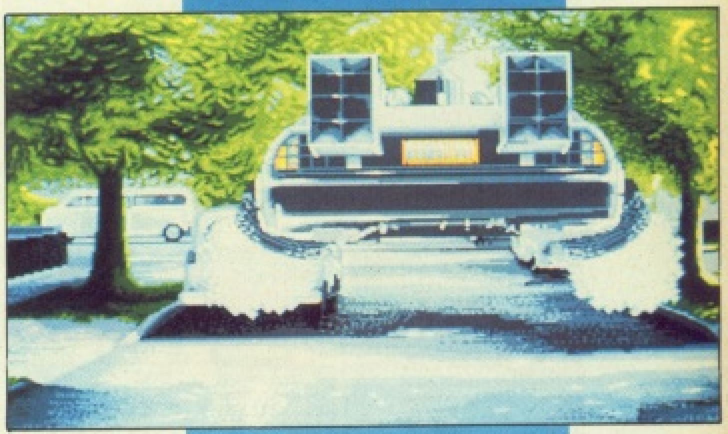
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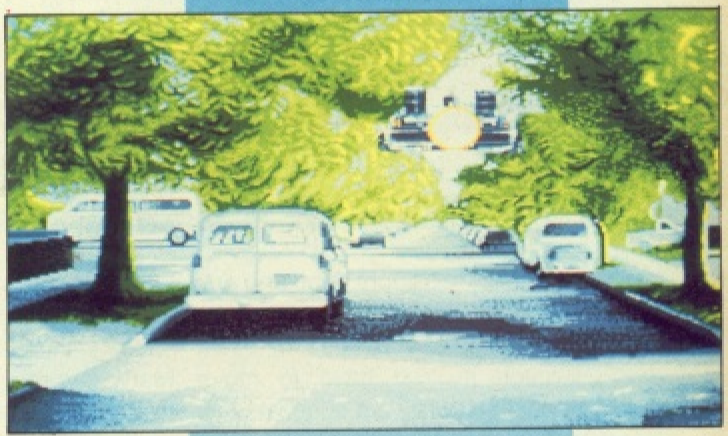
Up against Biff in 2015.

Marty, Doc and Delorean.

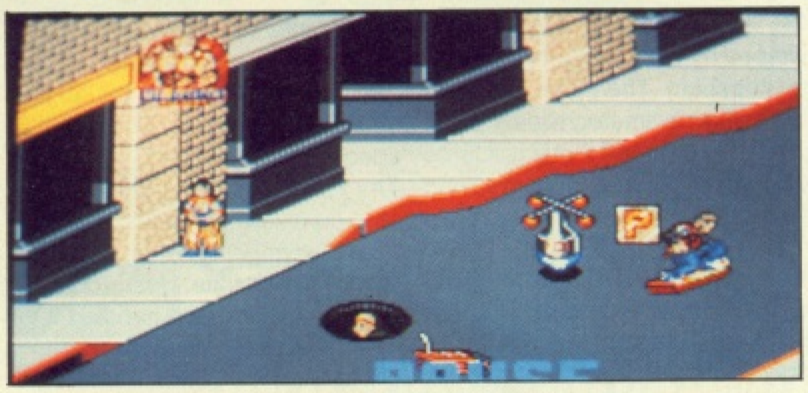


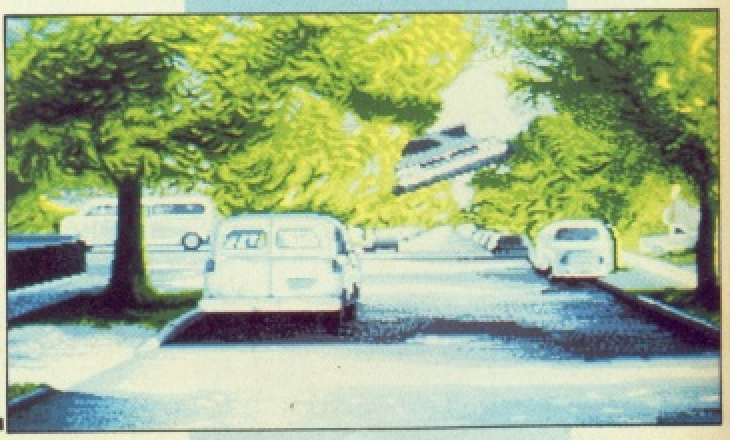


"There's not enough road . . ."

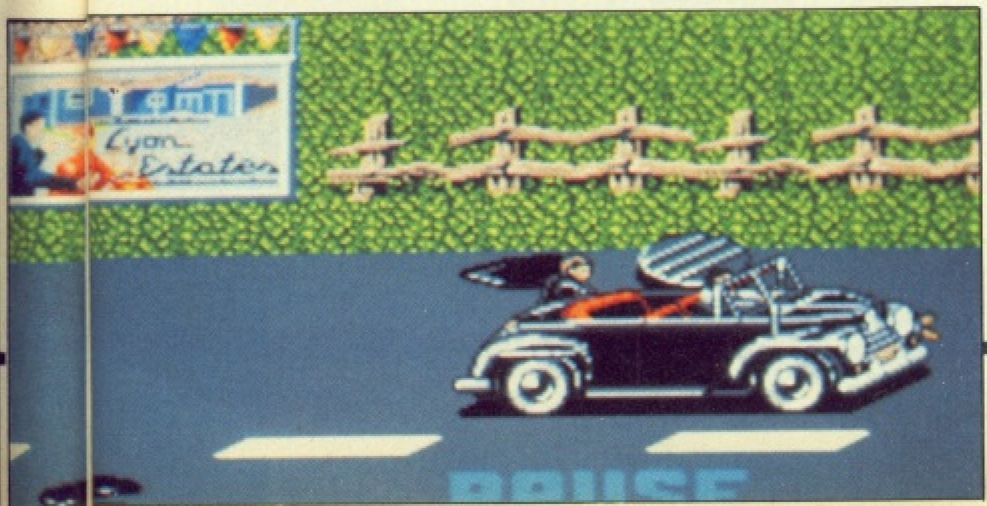


"We don't need roads where we're going!"



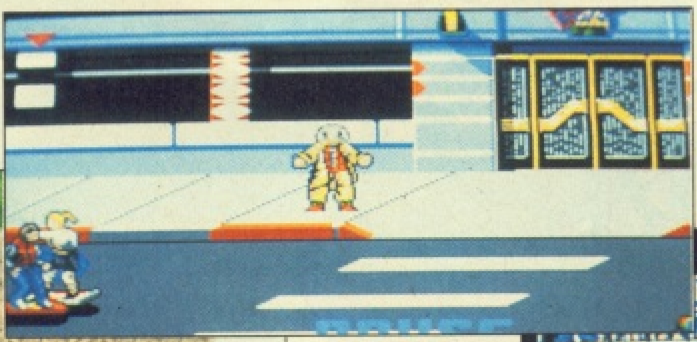


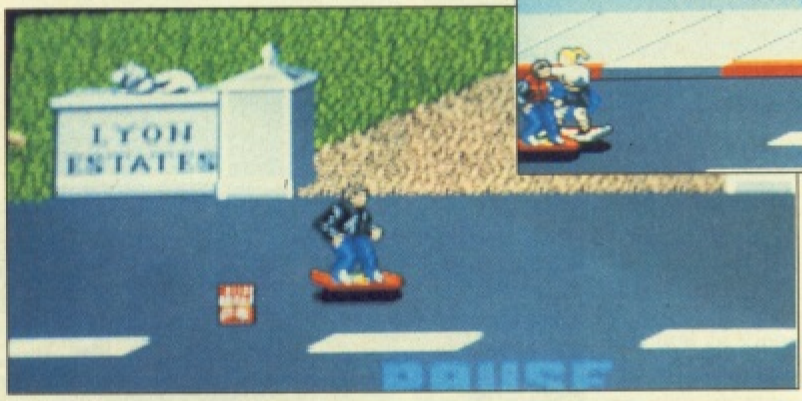
And it's off to the future.



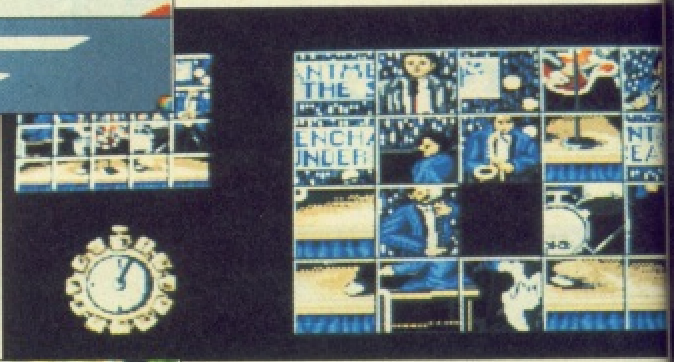


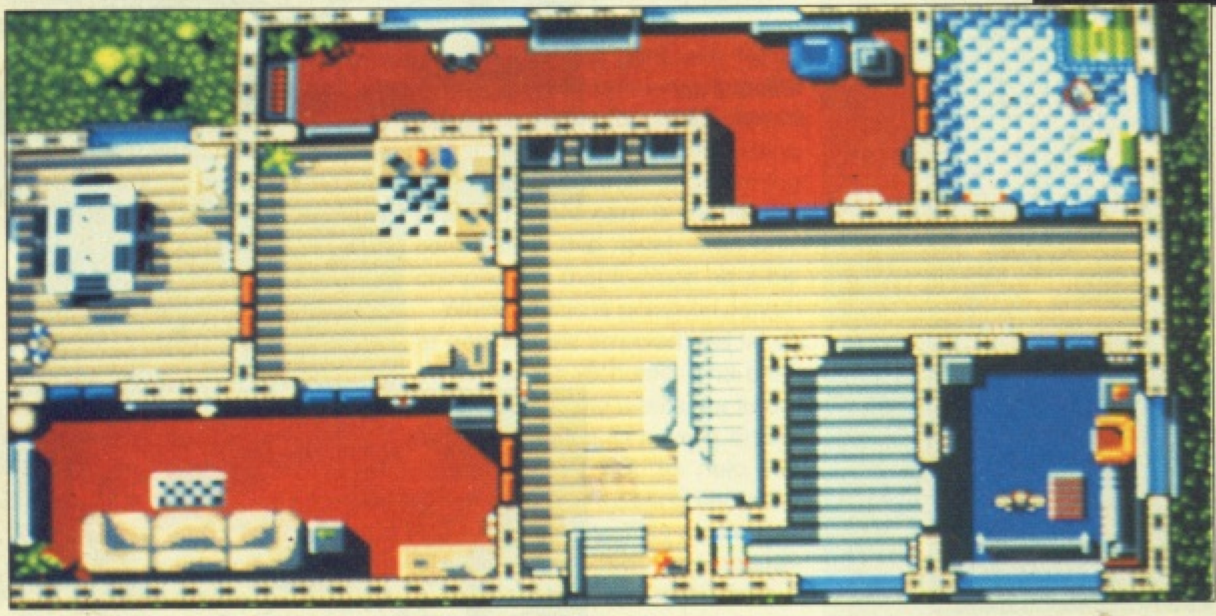
The level's beat 'em up.





Its back to the fifties





Look out below.



directions two doors open and any character standing in a room when the exit opens will walk through it. You have to move Jennifer's family out of her way as you try to get through the front door. It requires some thought, but it only took me a minute or so to complete this section which tends to make it seem a bit pointless.

Level three is a beat 'em up. Marty has returned to an alternative 1985 where Biff is king pin thanks to the sports almanac he received thirty years earlier. In order to return to 1955 Marty has to find the Delorean, which is being guarded by Biff's henchmen. This has to be the most uninspired section in the game. Not only does it use a six year old idea, but it's poorly executed.

The next level is quite bizarre. Marty's now made it back to '55 and he's at the Enchantment Under The Sea high school dance from *Back To The Future*, at the point where he's playing the guitar live on stage. It's at this point that he realises his other self is playing the guitar and is about to be jumped by Biff's gang, so he's got to stop them. The game takes the form of an animated sliding block puzzle; quite what that's got to do with this section of the film I don't know.

In the fifth and final game, Marty's back on the hoverboard in a repeat of level 1, only this time it's sixty years in the past. The only real differences are the back drops and a new set of attacking characters. It's a bit of a cheap gimmick to rehash an earlier game section so blatantly. I was very disappointed to get this far and discover I really *had* gone back to the future.

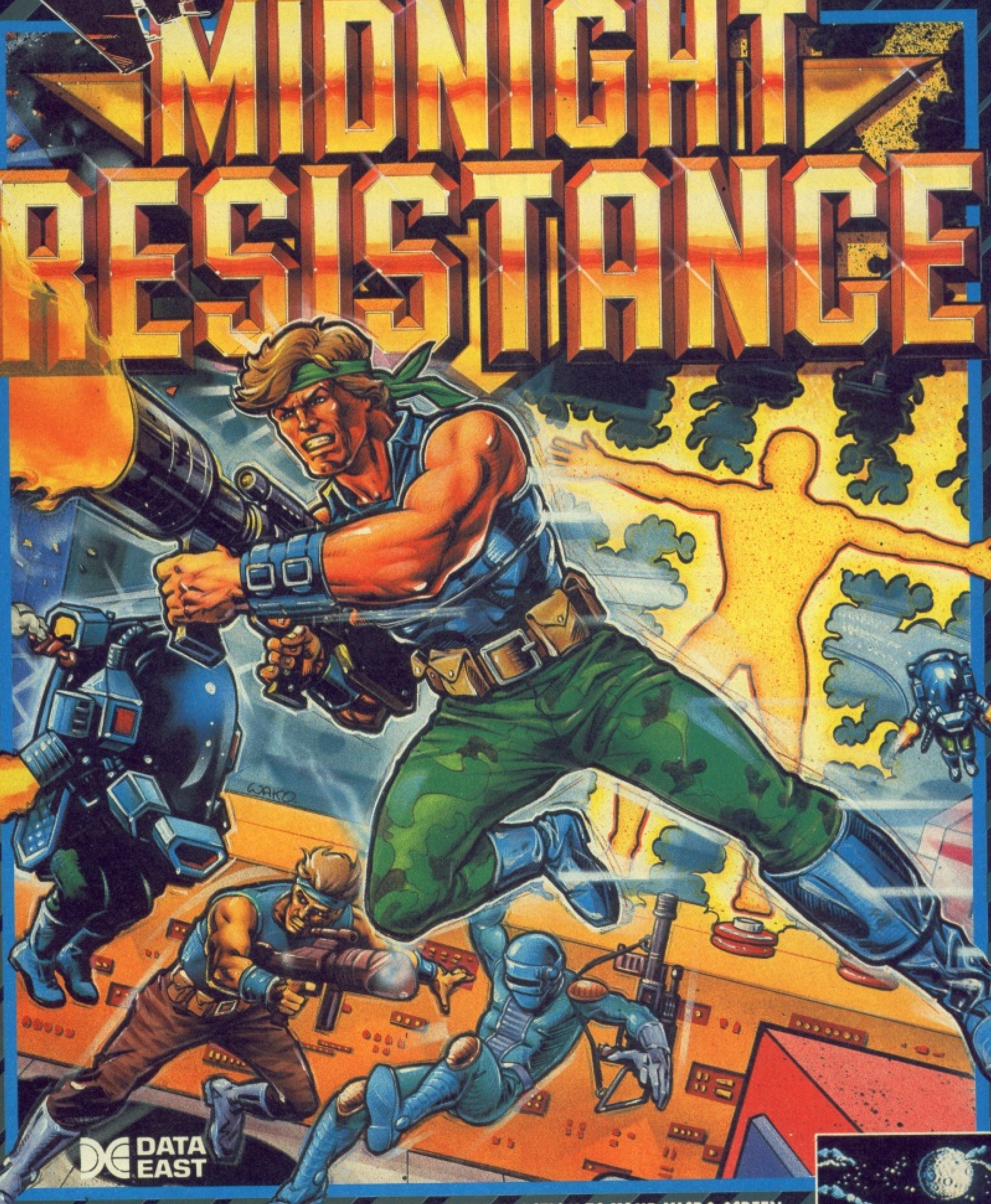
The two outstanding features of this game are the intro sequence featuring the Delorean car shooting off into the space time continuum and a neat rendition of the theme (which owes a lot to the original composer). Though it's adequately presented, *Back To The Future II* doesn't gel together as a complete game. Obviously it was always going to be a difficult license to translate; I just wonder if anybody could have handled it in a more exciting manner.

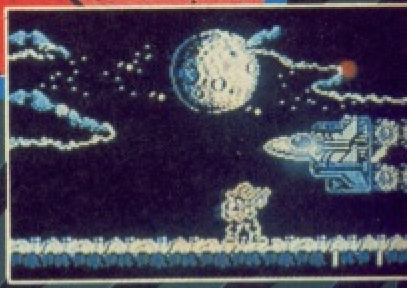
Mark Patterson

SOUND:	**80%**
GRAPHICS:	**79%**
PLAYABILITY:	**78%**
LASTABILITY:	**75%**
OVERALL:	**75%**

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BLAST OFF TO FLORIDA

CU have teamed up with Mirrorsoft to offer our readers a trip for two to Orlando Florida. To celebrate the forthcoming release of their *Back to the Future II* computer game, Mirrorsoft have stumped up the readies for a week's holiday in this famous holiday resort, home to Disney World, EPCOT, Sea World, Universal Studios and the Kennedy Space Centre!

The prize includes return flight tickets and accomodation at one of Orlando's top hotels. From there you'll be able to explore Walt Disney World's Magic Kingdom and relive the hectic Gold Rush days in Frontierland, play pirates in Adventureland or take a trip into the future in Tomorrowland's Space Mountain. The EPCOT Centre's Futureworld wisks you off on a fantasy trip to the future and the Kennedy Space Centre offers a close up look at the history of space travel including the Space Shuttle and the Apollo space craft. If it's something a bit more down to earth you're after, you can try Sea World and have a close encounter with Shamu, a massive killer whale or try out the water roller coaster and giant Corkscrew at Wet 'N' Wild. Other attractions include the MGM tour at Disney or the special Universal Studios tour, home of ET and Orlando's newest and fastest growing attraction.

CU have also got their hands on 5 runner up prizes of copies of both the video and computer game of Back to the Future II each with a value of over £100.

And how can you get your mitts on a pair of these most valuable tickets? Easy, just read the review of Mirrorsoft's Back to the Future game on pages 28 and 29 and answer the following two questions:

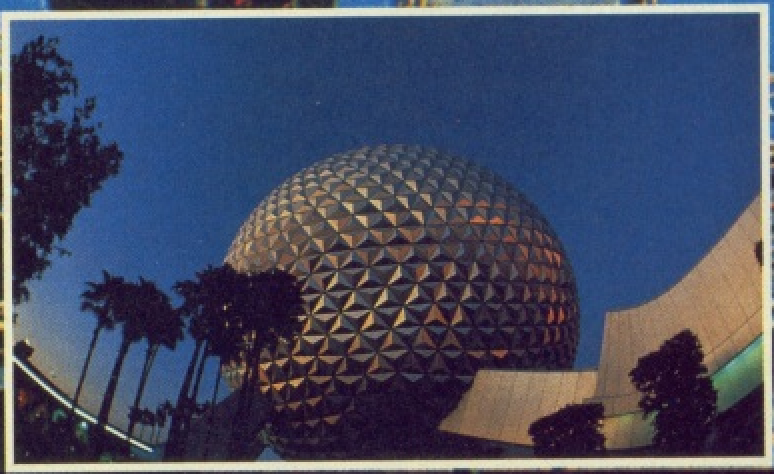
COMPETITION

1. What drink in the game gives the player extra strength?
A) Pepsi B) Lucozade C) Strawberry milkshake?

2. Who plays the character of 'Doc' in the films?
A) Tom Baker B) Christopher Lloyd C) Bones?

Write your answers down on a postcard or the back of an envelope and send them to: Blast Off with CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE RULES
1. If under 18, must be accompanied by a Guardian or Parent.
2. The holiday must be taken between 30 September to 30 November, or 10 January to 30 March.
3. The judges decision is final and no correspondence will be entered into.
4. The competition closes on 30 August 1990.




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he bug-eyed Guardian of the last level.



Saddle up your own gold-plated dragon.

UNREAL



The snow covered world of Unreal.

Press shots for *Unreal* have been whizzing round the news scene for the past ten months but little has been seen of the game itself.

It has one of those smoochy boyfriend-rescues-girlfriend plots, this time set in the chaotic world of *Unreal*. The girl has been kidnapped by an evil guardian, who's holding her prisoner for his master. Lover boy, Isolde, sets off with his dragon buddy to rescue the old girl from the clutches of evil.

Throwing a dragon into the plot obviously opens up several possible gameplay options. In the case of *Unreal* it's 3D flight sections, which account for two thirds of the game, with sideways scrolling stages





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The evil master's castle.

Look's a bit like Galaxy Force, doesn't it?



making up the rest. That's an interesting mix of game styles; previous games which have attempted such a mix have been less than successful.

The flight sections are pure arcade action. The graphics are designed in the same style as *Afterburner* and *Galaxy Force*, though their execution is far superior. Each level is different, ranging from prehistoric swamps populated by dinosaurs to lava valleys filled with flaming geysers. One drawback is the speed of the dragon. It flies fast and its speed cannot be altered, so you need good reflexes. Arrows appear in the centre of the screen indicating the best direction for your dragon to take.

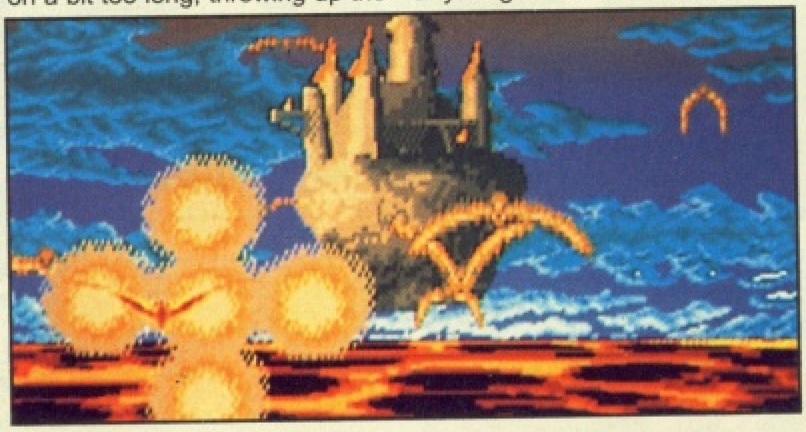
My only gripe with the 3D stages is their length, they drag on a bit too long, throwing up the same hazards again and again. Still, they're good fun to play and make for an interesting mix of game styles.

The 2D sections are completely different. Now you get a mix of arcade and puzzles. A lot of the time the difficulty comes from timing jumps and attacks on some of *Unreal's* less sociable inhabitants. Cracking the puzzles is just a matter of keeping your eyes open for anything which looks out of the ordinary such as gravity defying rocks which require a swipe from your sword to activate them. What really stands out are the graphics. The design and use of colour is fantastic as are some of the effects like the fire and snow flurries. All this is coupled with neat sampled sounds which take the atmosphere of the game one step further.

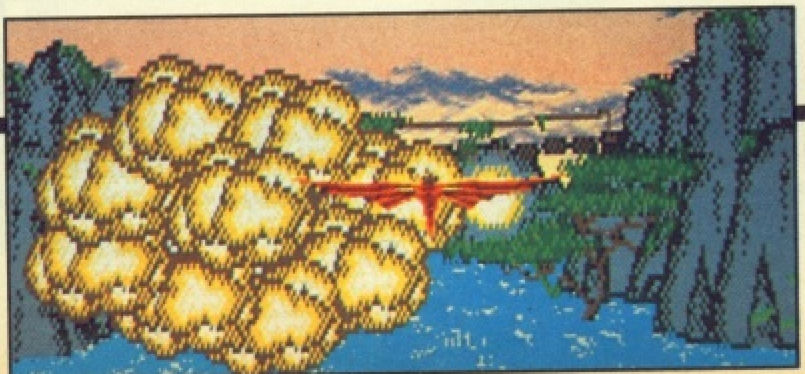
Both of the game's styles could stand alone as above average products; together they make a great game. The graphics and sound are typically French. Drawbacks include a slight over use of the 3D dragon section and some testing jumps in the 2D section. Apart from these minor quibbles the rest of the game is fantastic. I heartily suggest a trip to your local softshop to purchase this sword and sorcery extravaganza.

Mark Patterson

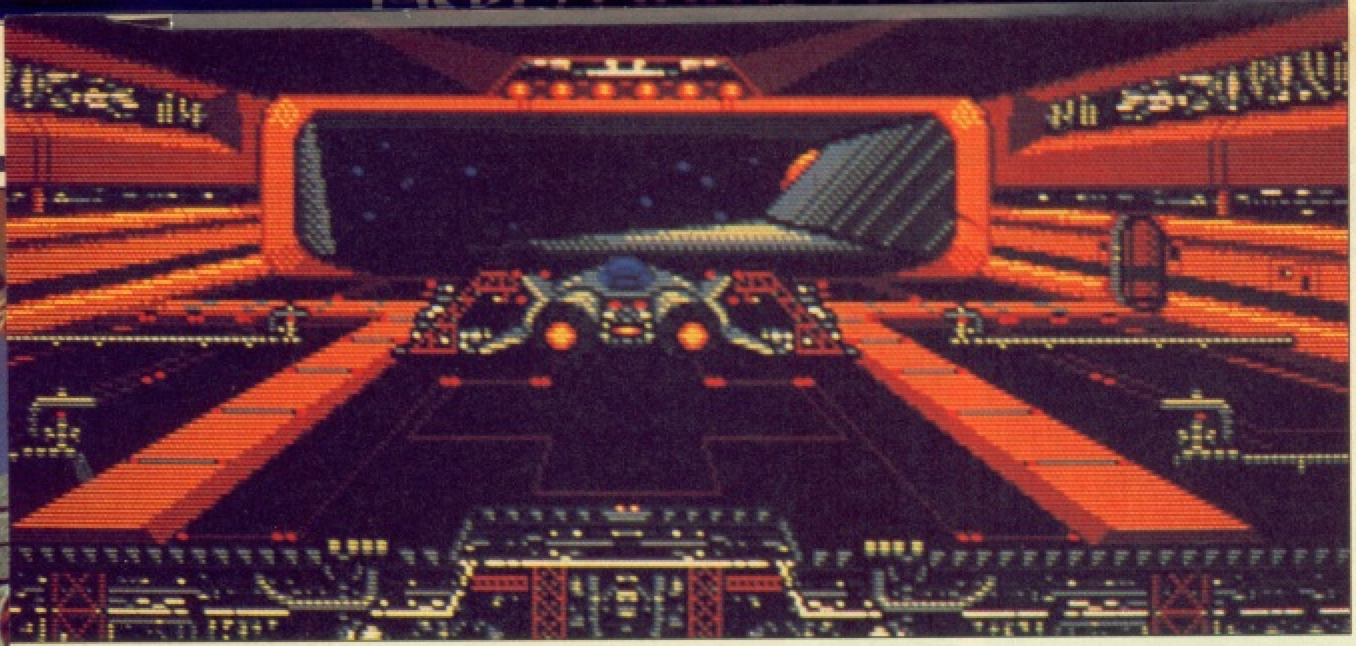




The castle lies ahead.



SOUND:	88%
GRAPHICS:	89%
PLAYABILITY:	88%
LASTABILITY:	86%
OVERALL:	87%



Your shuttle awaits.

STARBLADE

Not so long ago, *Colorado* hopped over the white cliffs of Dover to settle snuggly onto your softshop's shelves. This time, France-based Silmarils and their English distributors, Palace, put you in the driving seat of a Starblade XD.71 transporter and, as Storm Walker, the champion of the Scientific Fighting Front, you must collect magnetic cards scattered throughout the star system to unlock the co-ordinates of Cassandra, the base planet of tyrant Genolyn and her followers.

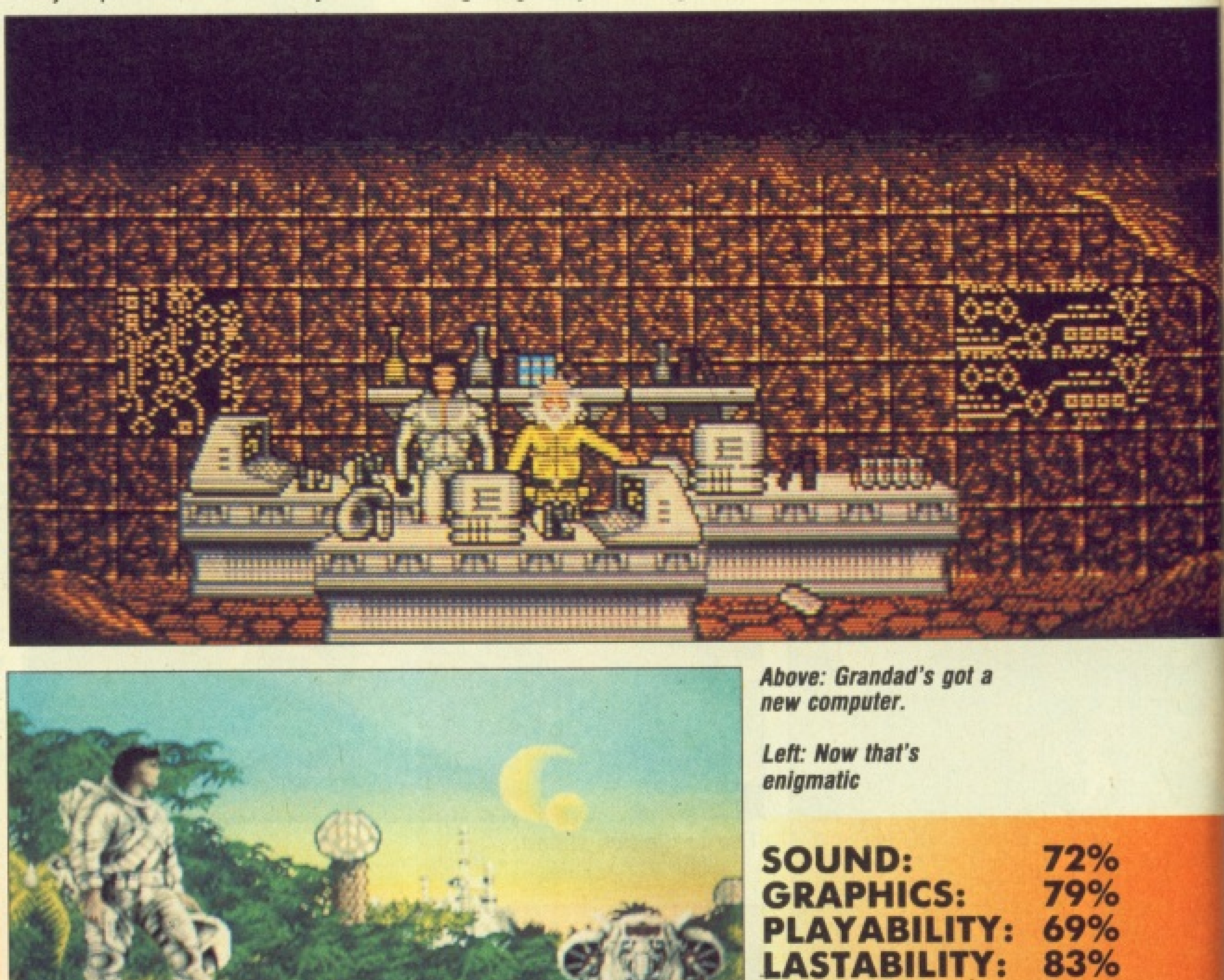
It's a good idea to familiarise yourself with the layout of the ship as you'll need to know where all the various circuit boards and chips are found that control the basic (but fundamental) food and oxygen, the cockpit and magnetic shield.

If there's a problem with the engine damage or aliens invade the ship, you must go to the engine room, look at the control panel and replace any burnt-out circuits.

To keep everything shipshape, you must buy spare parts, addons, oxygen and fuel en route. Each planet is selected from a screen in the cockpit, which gives details of each's atmosphere, technology rating and principle exports. You can buy and sell and make money as you travel using conventional propulsion or fuel guzzling hyperspace. But beware! Every ship in the cosmos has your ship's ID and orders to shoot it on sight. So if you're attacked during a flight, the ship will go to alert and you need to get to the guns and get blazing. The battle screen will give you a laser sight and a quick jab on the fire button sends your lasers zipping off out where no man will want to get in the way. Pressing F2 gives you a magnetic shield, and you can buy missiles from certain planets. Overall, though, the game is slow with only the pacey shoot outs getting any adrenalin going at all.

Starblade is definitely one for the adventurer who's not that adventurous. But if you like *Elite* then why not give it a go?

Garth Sumpter





Above: Grandad's got a new computer.

Left: Now that's enigmatic

SOUND:	**72%**
GRAPHICS:	**79%**
PLAYABILITY:	**69%**
LASTABILITY:	**83%**
OVERALL:	**77%**

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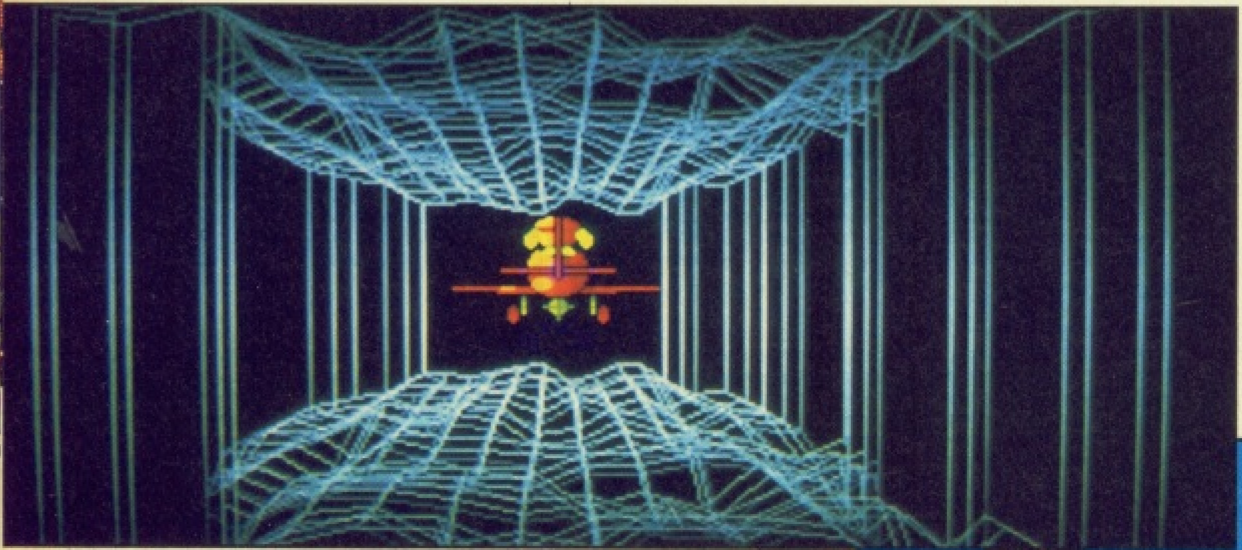
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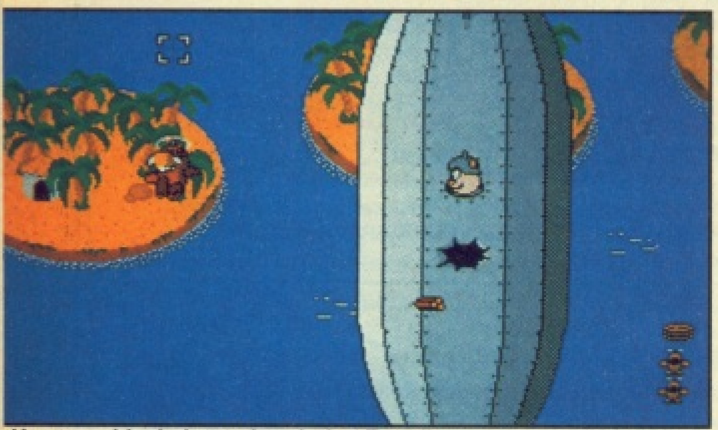
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Racing through the tunnel at the end of level one.

CU SCREEN STAR



Use your black dog to bomb that Zepplin.



Typical cutesy intro screen.

BOMBER Bob

Bob is the sort of performing dog you'd normally expect to find on *That's Life*. He's cute, has large floppy ears, a stupidly lovable face, and he's got a talent for flying bomber planes.

He does this remarkably well. Why a canine with such cute sad eyes should want to partake in an all out offensive against similarly well trained pets is beyond me, and I can't turn to the instructions for clues because they're all in Italian.

Bomber Bob is a vertically scrolling shoot 'em up. It doesn't offer anything new in the game design stakes other than its cuteness, which makes even the characters in *New Zealand Story* look like burnt New Zealand lamb chops. It also plays brilliantly. I wouldn't be surprised if it appeared in coin-op form – it's *that* good.

As you travel through the many levels you are attacked by waves of enemy aircraft and a smattering of ground attack silos. Enemy planes attack from different heights but you have to match their altitude to shoot them down. Hitting enemy targets earns money which can then be used to buy extra weapons at the end of each level.

Before the money can be spent, however, you have to get through 'The Tunnel', a 3D section not a million miles away from the trench sequence in *Star Wars*. This time the tunnel has more twists in it than a Cadbury's Spira. I found this section to be taxing, yet learnable, but I cannot understand why the tunnel gets *brighter* as it recedes into the distance.

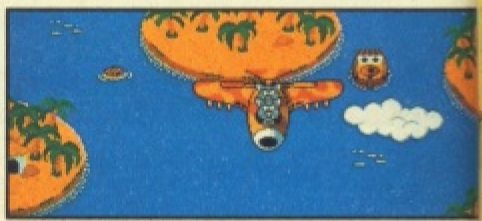
Graphically, *BB* is top class. Vaguely reminiscent of an ST game, the graphics are brightly coloured, perhaps a little too bright, and instantly lovable. The full-screen scrolling gives a true arcade effect, and the simplistic, if tiny, status window gives the game an uncluttered look.

Soundwise, Idea have created some interesting spot FX. Unfortunately, they take up a lot of memory so their use is limited.

It's difficult, granted, but the attack waves can be learnt, and slowly but surely you'll find yourself *flying* through the game. Three cheers for original product!

Tony Dillon

IDEAL/THE SOFTWARE BUSINESS
PRICE: £24.99



The multi-hit, missile launching, end of level super-nasty.

SOUND:	79%
GRAPHICS:	86%
PLAYABILITY:	90%
LASTABILITY:	89%
OVERALL:	88%

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The revised corner system.

SCREEN STAR

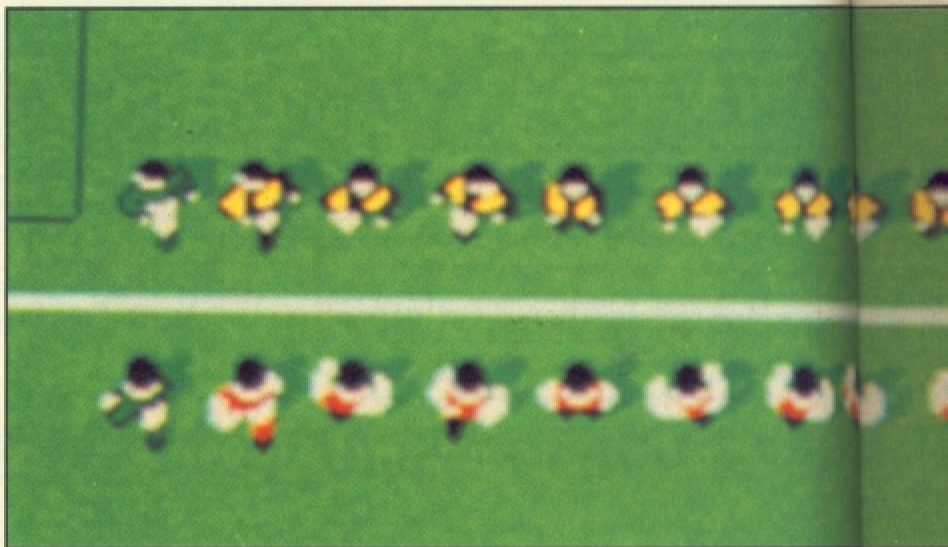
KICK OFF 2

The original *Kick Off* could lay claim to being the most playable game ever programmed for the Amiga. If the man hours lost at EMAP Towers in playing Anco's footie simulator were added up, the management would probably react in that special way Vinnie Jones reserves for Paul Gascoigne.

Wisely, Dino Dini & Co have skirted around producing a direct follow up to their classic. Instead they've given us *Extra Time*, a fair quality data disk supplement and *Player Manager*, a brilliant simulation which added a campaigning aspect to the original knock around. The time for a sequel can be put back no longer and, if you weren't sick enough of football already, hard on the heels of *Italia '90* comes *Kick Off 2*.

What you can expect is a sort of amalgam of *Extra Time* and *Player Manager*, with a few new ideas thrown in. The idea has been to keep the gameplay basically the same, which seems wise enough. From the Option screen you can choose a bewildering array of circumstances under which to play your match, from the dreaded astro-turf of lovable Luton Town F.C., to a 'tactical', low speed option which transforms your team into a good impersonation of Sheffield Wednesday playing away from home.

The choice to play as either an individual player or the whole team is ported over from *PM*, but added to that is the ability for two players to co-operate on the same side. Personally, I've always found playing an individual player a bit of a pain as it's easy to lose track of where you are on the pitch and inadvertantly making a blinding run straight into the main stand. You can also pick your team from a squad, but this is rather undermined by the fact that you can't actually find out what their vital stats are, although we are assured that their *PM* ratings



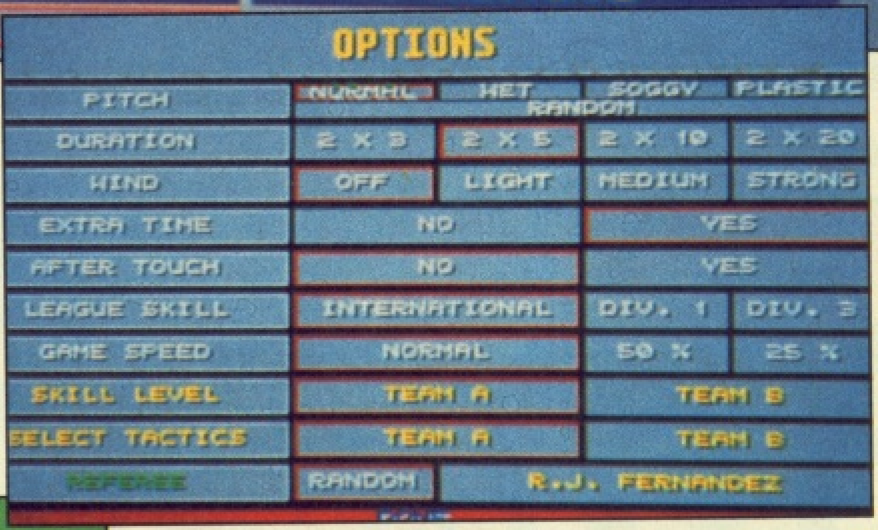
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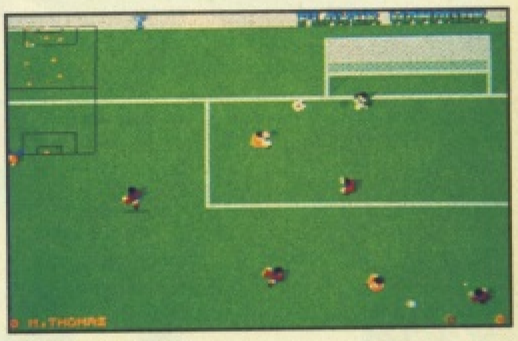
SCREEN SCENE



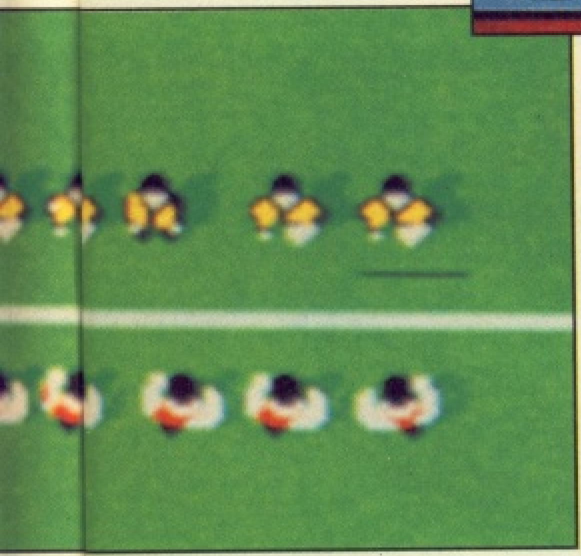
Above: Completely customise your team.

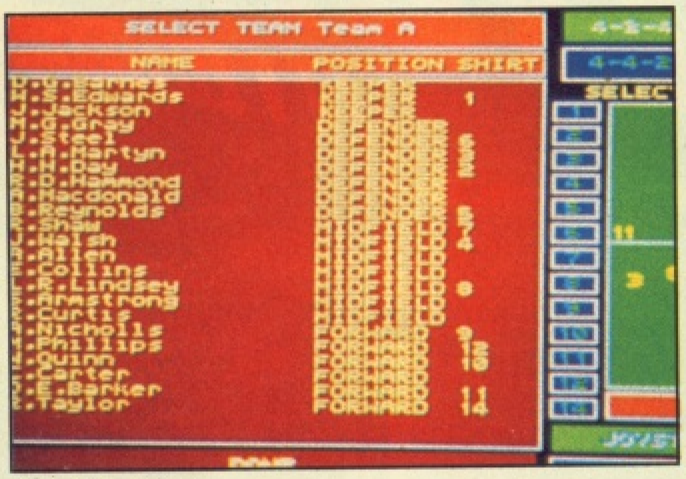
Right: Alter the pitch specifications as well as the weather.

Below: The teams facing up before Kick Off.

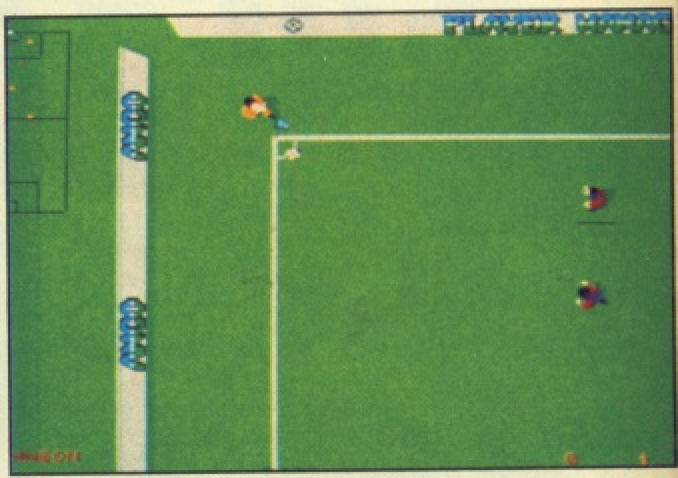


Goal mouth action.

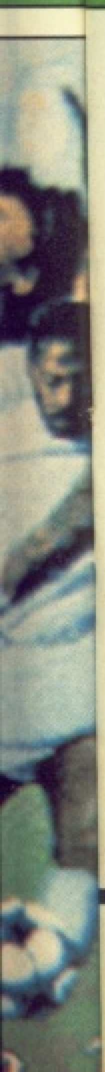




Select your team.



You can vary the corner kick's power.



of Stamina and Agility are still functioning somewhere underneath the surface.

Possibly the greatest innovation is the ability to load one of your favourite *PM* teams into the game and really find out if they're as good as you think they are by playing either another *PM* team or a computer generated opponent. This for me was the earlier game's only real weakness and is quite rightly corrected here. The rest of the variations available are fairly cosmetic, you can design your own strip and some fairly vomit-inspiring colour clashes are possible. If you yearn to play *Kick Off* in lime green and puce diagonal stripes this is for you. There's a fairly basic league and cup championship, and the World Cup is thrown in for good measure — although for some reason all the players' names are English and Cameroon are crap. Don't go holding your breath for glorious technicolour winning screens either — there aren't any.

Most important, however, are the innovations on the pitch, apart from some nice minor details like the spots on the ball and muddy patches around the goal mouth on soggy pitches. Set pieces have been given a thorough going over. This may, or may not, appeal to you because you certainly cannot float a corner into the box any more and get it to land on your centre forward's bonce every time. Hold the button down too long and the ball disappears into the crowd (or where the crowd would be if Anco had programmed them). Free kicks are even more nightmarishly complicated; a variation of joystick woggles can result in anything from a Stuart Pearce special or a very damp little toe punt, with the latter being much more common. This is very satisfying the one in a hundred times you hit a scorcher, but it'll take an awful lot of practise to ensure a better success rate. The controls are a bit counter-intuitive and I think it's this aspect of *Kick Off 2* which is the least successful. Still, when you do knock in a corking goal, you can use the new slow motion replay facility to play it again and if you're feeling particularly proud, record for posterity on a data disk.

When it comes to the crunch with a game like this it's the playability rather than the peripherals which decide whether it's a real classic or just another addition to the software mountain. *Kick Off 2* scores highly on this front. The controls are, if anything, more responsive than they've ever been. More skilful play is certainly possible with the new additions, but what has been lost a little is the original games immediacy. It may be more authentic to watch your team wind down like they were playing a mid-table fixture on a wet Wednesday evening, but is it really more fun? The more a simulator strives to imitate the sport it's based on the more this is likely to happen — the truth is no computer game is really like the sport it depicts. Fortunately, *Kick Off 2* keeps true, for the most part, to the spirit of its predecessor. It may not be perfect, but no other footie game can touch it.

Mark Heley

SOUND:	**69%**
GRAPHICS:	**84%**
PLAYABILITY:	**93%**
LASTABILITY:	**95%**
OVERALL:	**90%**



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Behold. The power of the Ninja

SHADOW WARRIOR

There's nothing like a reasoned argument and a kick in the mush is nothing like a reasoned argument. A beat 'em up isn't "principled". If it's good it's because it has been programmed well enough for you to leave the enemy gobsmacked and corpses in your wake. It won't have intellectual pretensions and so much the better for it.

Shadow Warriors by Ocean scores well on the body count. It's admirable, too, in terms of its technical accomplishment. *Shadow Warriors* scrolls nicely, has crisp, well-drawn and colourful graphics, and maoeuvring while fighting is simplicity itself.

Amiga *Shadow Warriors* is as much fun as the original Tecmo coin op. The sprite resolution has been improved and the sound has been sampled giving the crispest of tones as fist meets flesh.

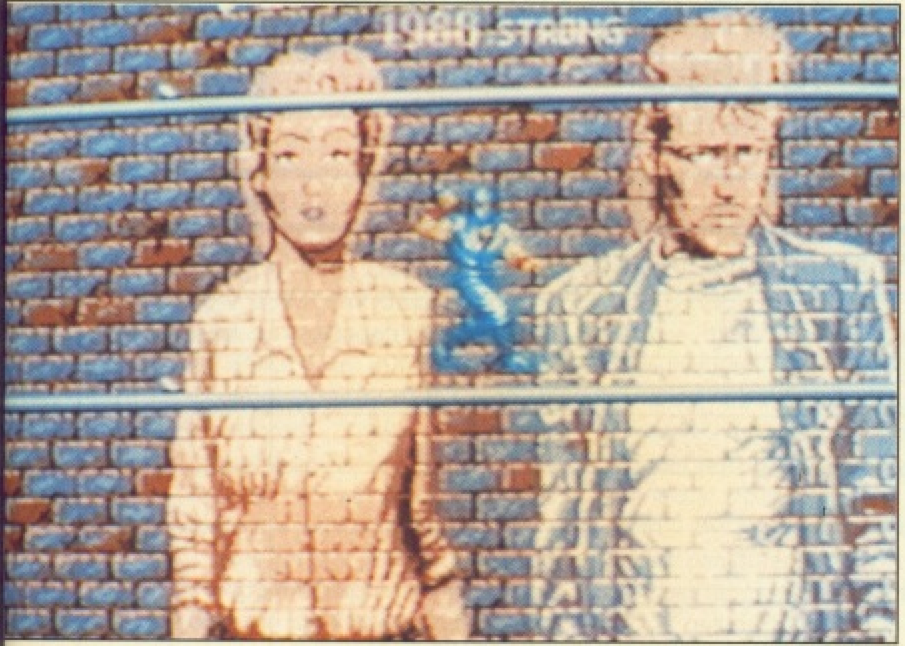
An unnamed American metropolis has been blitzed by rabid assassins. You, one of the Shadow Warriors, are a top-notch ninja who's out to stop the rot.

The aim is to battle you way through six levels — or neighbourhoods — and destroy the assassins before thwarting an evil demon. Your ninja can jump on to platforms with relative ease, and you get to perform a whole host of throws and kicks with obligatory, long and exotic names — Triple Blow Combination, The Pheonix Backflip and so on . . .

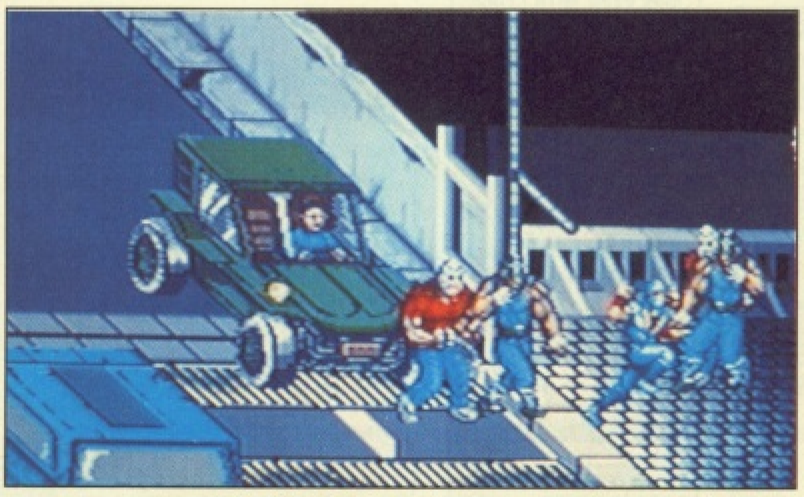
Although the programmers have done a good job of making it easy to execute these moves, the game at times is very tough going. The sprites are beautifully drawn but some of the blue-clothed nasties merge into the blue backgrounds, and when you're in the heat of a scrap they can be annoyingly difficult to pick out.

Shadow Warriors will never win the award for the best beat 'em up ever. It is attractive enough to look at but the gameplay, although faithfully recreated, does not have anything to lift it out of the ordinary. However, those who like beat 'em ups should have nothing to fear from purchasing this.

Steve James







Heads (on the mural), Shakespeare's head in the grotto, the hoods — in beach buggies.

OCEAN
PRICE: £19.99

SOUND:	**78%**
GRAPHICS:	**85%**
PLAYABILITY:	**79%**
LASTABILITY:	**77%**
OVERALL:	**78%**

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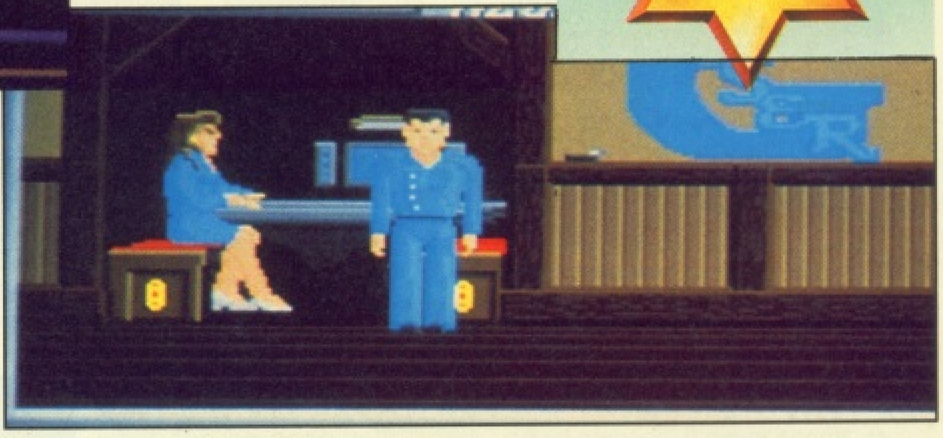


Step back Terminator, this is the Cyberpunk.



You've been arrested and have to stand trial before a computer judge.

Seedy café with chip dealer.



CU SCREEN STAR

NEUROMANCER

Rather than take the easy option of a straight translation of William Gibson's novel, Brian Fargo and his associates at Interplay have created a whole new scenario based on the cyberpunk plug in, tune out world of electronic mind hacking. Containing many of the features predicted by Gibson, *Neuromancer* is all the more exciting because a number of his ideas are being developed today.

You begin the game in a compromising position (face down in synthetic spaghetti and very hung over) with no clues as to who you are or what you are supposed to be doing. After chatting with various characters the mysteries of the game begin to unravel, along with some very shady characters such as the rather corrupt police force.

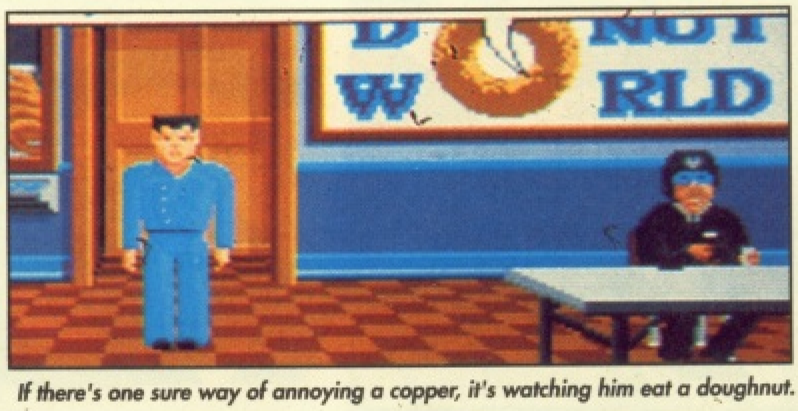
There are various levels of communication within the game, the most obvious being the spoken word, which happens in the main part of the game where you walk about in the 'real world'. By logging on to the various computer networks, you can meet many more people, as well as getting a lot more done through clever 'hacking' – such as altering computer records to state that certain overdue bills have actually been paid.

The final, and most interesting section, is cyberspace. A completely computer generated world, cyberspace is where you get to meet all the big guys and where all the real things get done in a surrealistic 3D landscape full of strange geometric-objects. Played almost as an arcade sequence, you have to try and break into the main computers using ICEbreakers, pieces of high level software designed to crack the security protection, called ICE.

The main problem with Neuromancer is getting started. As you begin almost totally clueless the game seems a little aimless. Once you've progressed further into the game, however, things start to fall into place. The puzzles are varied, yet logical, and unlike most arcade adventures, you never feel like you're in a position where you have nothing to do. The wealth of information you collect means that making notes is essential but, be warned, there are more than a few red herrings.

It has been far too long in appearing, but I'd be mad to say it wasn't worth the wait. A perfect primer to the world of cyberpunk.

Tony Dillon



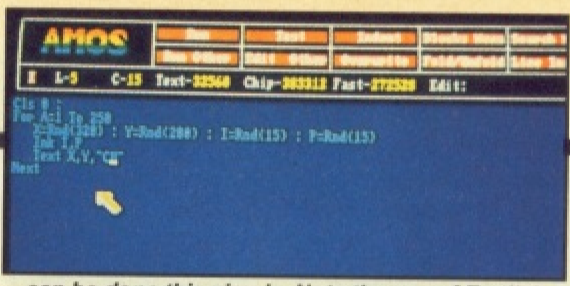
If there's one sure way of annoying a copper, it's watching him eat a doughnut.

ELECTRONIC ARTS
PRICE: £24.95

SOUND:	80%
GRAPHICS:	84%
PLAYABILITY:	87%
LASTABILITY:	85%
OVERALL:	87%



A clever effect like this...

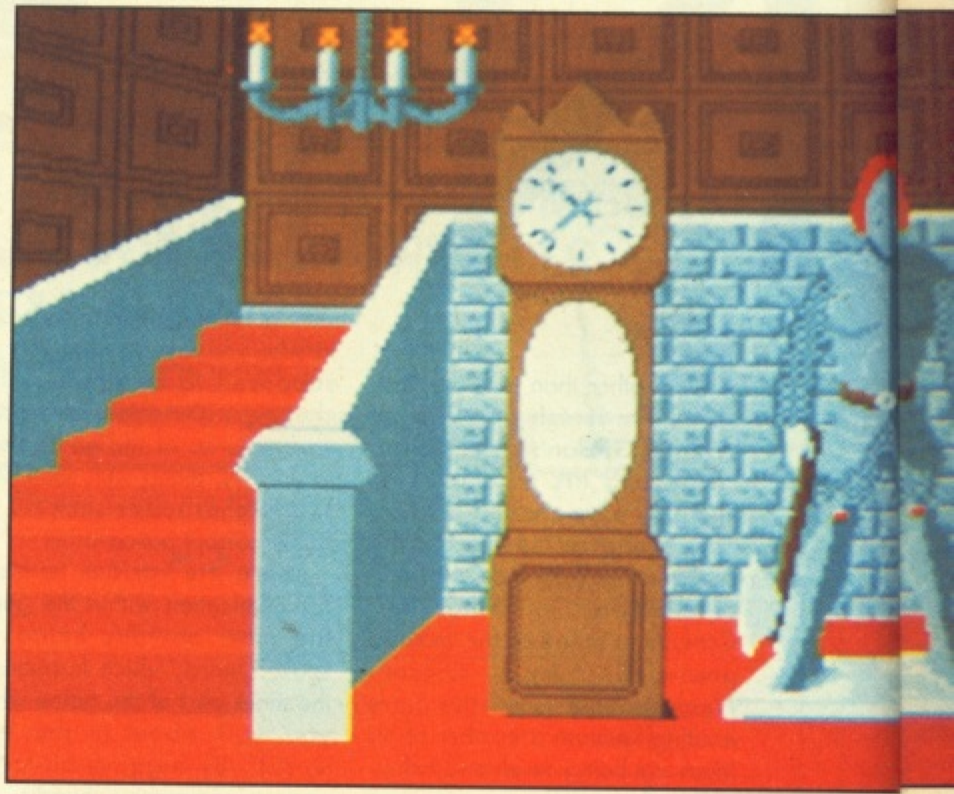


...can be done this simply. Note the use of English in the listing.



The sprite designer. With a minimum of fuss you can create arcade quality sprites, like this stunning CU logo.

AMOS, the new game creation system from Mandarin Software, allows you to design your own original games. With 500 easy-to-use commands nothing could be simpler and the only restraints on creative endeavour are memory size and your own imagination. Tony Dillon puts AMOS to the test.



Castle Amos, an arcade adventure that shows the variety of games you can build with Amos.

There's never been a large consumer market for programming languages. After all, I wouldn't rush down to my local software stockist to buy Cobol v3. Mandarin look set to change all that with *AMOS*, the first software language designed specifically for creating quality games.

AMOS is not, as you may think, a licence of a popular character in Emmerdale Farm, but essentially a souped up conversion of *STOS*, the surprise ST hit of late 1988, with quite a few bells and whistles strapped on. Full use of the blitter chip and the Amiga graphic and sound capabilities are only a couple of the innovations.

To my mind, the only other games' creation package of any merit was the *Shoot Em Up Construction Kit* (*SEUCK*), which had the sadly limiting facility of, as its name suggests, only allowing you to create SEUs. *AMOS* allows you to create anything you want barring memory restrictions and your own imagination.

The core of *AMOS* is the programming language. A hybrid of that hoary old donkey BASIC, its 500 plus commands give you direct access to some heavy hardware support, without all that tedious messing abouṭ with machine code. A godsend for would-be-programmers.

Having programmed BASIC on

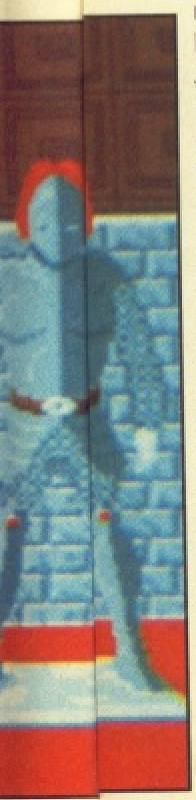
MANDARIN SOFTWARE
PRICE: £49.99

AMO



Number Leap. *Cross the lily pond by landing on tilies that contain numbers from the current times table.*


Magic Forest. *A cutesy arcade game with a suprisingly short listing.*



my (t)rusty old Spectrum for as long as I can remember, using *AMOS* was a piece of cake. If anything it's easier thanks to the use of straightforward English commands that do exactly what you'd expect. To move an onscreen object, such as a sprite, you use the command MOVE. Simple, eh?

Of course, that only forms the basic skeleton of a game. Graphics and sound have to be added next, both of which can be written within the product or imported from 'dedicated' ones such as *Deluxe Paint* or *Soundmaster.* To offer complete graphic manipulation, *AMOS* has a second language - *AMAL* - designed to give you optimum use of sprites and backdrops. Once again, it's English based and very easy to use. With just a few simple commands, you can create multi level parallax playing fields, and have sprites passing behind, as well as in front of, background objects.

As if that wasn't enough, Mandarin have also bundled a few handy utility programs written, funnily enough, in AMOS. A graphic designer allows you to quickly and easily create sprites and graphic 'blocks' for backdrops. A Mapping program allows you to take your blocks and piece them together to create your background graphics which, remember, can scroll in any direction and be of any size, memory withstanding.

Finally, you have a small collection of games to play and hack. There's *AMOSteroids*, a colourful *Asteroids* clone; *Magic Forest*, a very cute platform game that looks distinctly oriental; *Castle AMOS* is a simple graphic adventure; and *Number Leap* is a (mildly) entertaining educational product. None of them would merit a Screenstar, but they do show what can be done with a few hours work.

That's the spec, but what is it like to use? AMOS falls into that narrow gap between 'a dream' and 'just what I was looking for'. By having so much control with such simple instructions, it should take no time at all to get to grips with it. Obviously, if you have no programming experience, it will take a fair bit longer to understand but, unlike other programming languages I could mention, it never seems an impossible task.

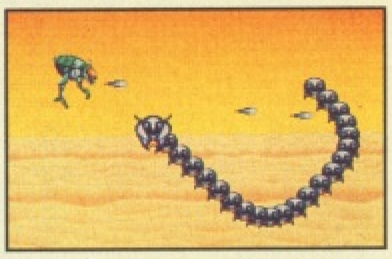
AMOS gives you the chance to create the games *you* would like to see on the shelves. Indeed, if your programs are good enough, Mandarin will publish them for you. An incredible product that should create *more* incredible products. It looks like the days of the machine code programmer are numbered.

OS

AMOSteroids – *an* AMOS *created copy of* Asteroids.





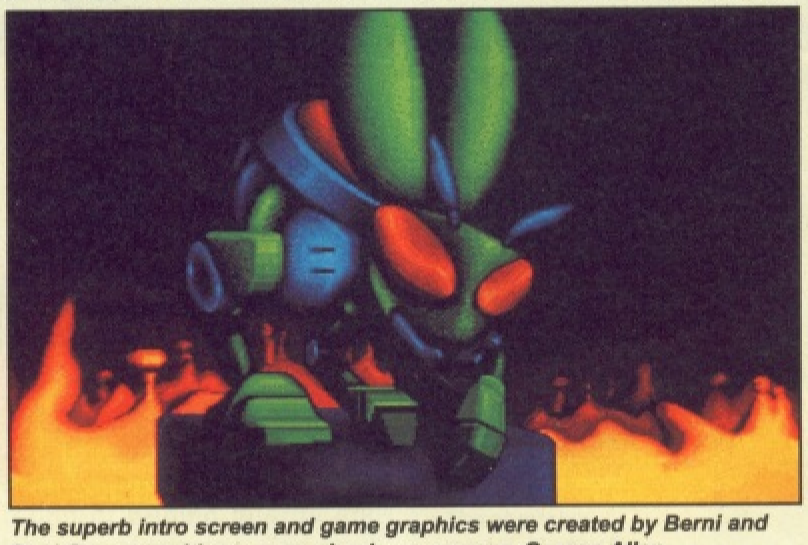


Right: 4-way blast-action in Ice World. Above: A snaking bug from the bonus level.

VENUS

Like many games currently on release, *Venus: The Fly Trap* has an environmental message. Set in the far flung future, over intensive farming, coupled with the use of chemical super-pesticides, has eradicated all insect life and the planet's ecosystem has been given a swift kick in the geraniums. In a belated attempt to put things right, Man has created a race of cybernetic insects. In best B-movie tradition the cybosects have gone mad, resulting in swarms of mechanical killers. To combat this menace, scientists have built the ultimate killer insect, codename: *Venus*. What Percy Thrower would have made of all this is anyone's guess.

Corny plot aside, *Venus* is played over 10 worlds, each consisting of five levels. Each world is strikingly different from the last and varies from tropical rainforest to a high tech world, burning deserts or an arctic waste among others. Scrolling from left to right, the fly has to hop about shooting as many of the cybosects as possible while completing each level within the set time limit. There are also 20 secret rooms hidden around the various worlds, each containing surprises of their own! After completing each level there's a bonus section where the fly must face off against a plague of flying insects.

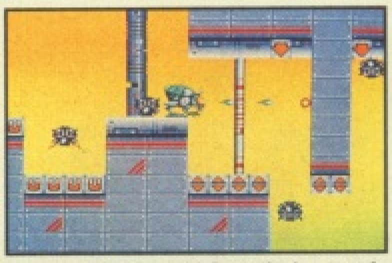


The superb intro screen and game graphics were created by Berni and Paul Gregory, with programming by newcomer, George Allen.

When larger insects are shot they drop bonus pods which, when shot again, give the player extra points, vitality, ammo or time. Watch out, though, as some drain the fly's lifeforce and another 'mystery' bonus can reverse the joystick controls and throw things out of sync. As the fly hops around, there are ground icons liberally scattered about such as magnets which prevent jumping, hyper jumps which allow the fly to make massive leaps, time loss pads and gravity reversal mats which inverse the direction of gravity so you find yourself rising to the top of the screen and continuing from there.

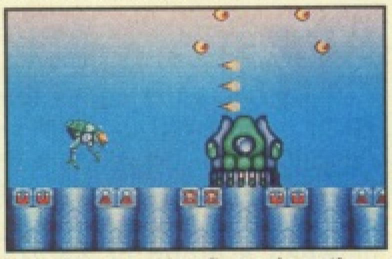
The fly can take up to five hits before exploding and losing a life. It's fairly easy to avoid getting hit as the joystick controls are responsive and nothing moves fast enough to give much trouble until the later levels. There are a number of power-ups to collect varying from a puny one-shot weapon to 4-way ammo and mortars. You'll certainly need some of the other weapons in later levels when you come up against some of the BIG insects. There are more than 20 different kinds of cybosects on the loose; some can be bumped off easily while others take considerably more firepower to destroy them.

Graphically, *Venus: The Fly Trap* is stunning. The fly looks and moves realistically. At times it seems to assume a life of its own! The scrolling is smooth and the Amiga's colour palette is used well. Sonicwise, the sound effects are adequate. The only time they come into their own is on the bonus section when the continuous hum sounds chilling. The bonus section also provides a good test of your reflexes and shoot 'em up skills as the insects attack at speed and soak up a lot of firepower.



Jump onto the platform below and gravity reverses itself.

Venus is instantly playable. With a one or two player option, it's a touch easy, but the 50 levels should keep you occupied for a few fun-filled hours and it's encouraging to see Gremlin selling the game at twenty quid. But don't take my word for it; play the demo on the cover disk and make up your own mind.



A mortar spewing firepod worth 5,000 points.

Dan Slingsby

GREMLIN GRAPHICS
PRICE: £19.99

SOUND:	**77%**
GRAPHICS:	**88%**
PLAYABILITY:	**85%**
LASTABILITY:	**81%**
OVERALL:	**84%**



Trekking across the desert in one of the stunning animated sequences.

KHALAAN

K*halaan* is set in the mythical past of North Africa (though not assigned to any specific country or period) and concerns the power struggle between a group of warlike caliphs. You take on the role of one of these leaders and attempt to gain power by fighting, trading and making alliances.

One look at *Khalaan* is enough to call to mind two major points of reference: *Lords Of The Rising Sun* and *Populous*. The comparison is not simply graphical, although the game map and characters could have been designed by Bullfrog, but also in gameplay. Yet it succeeds in combining none of the best elements of either.

Khalaan was programmed by Chip Software, the development team responsible for *Joan Of Arc* and *Mystery Of The Mummy*. Like the former games, *Khalaan* mixes animation with digitised graphics, but it's not very convincing.

The game begins with you selecting a caliph from four variables, each of which act as a difficulty factor. Once you've donned some curly slippers the game begins with you installed inside your caliphate, a fortress that acts as home base. From here you connive, negotiate and fight your way through the game. The first action you should take is to raise a couple of armies and send them in opposite directions. Recruit about a hundred foot soldiers and a hundred archers and make sure they have enough food, money and water to last them otherwise they'll desert. As it is there's always the

RAINBOW ARTS
PRICE: £24.99



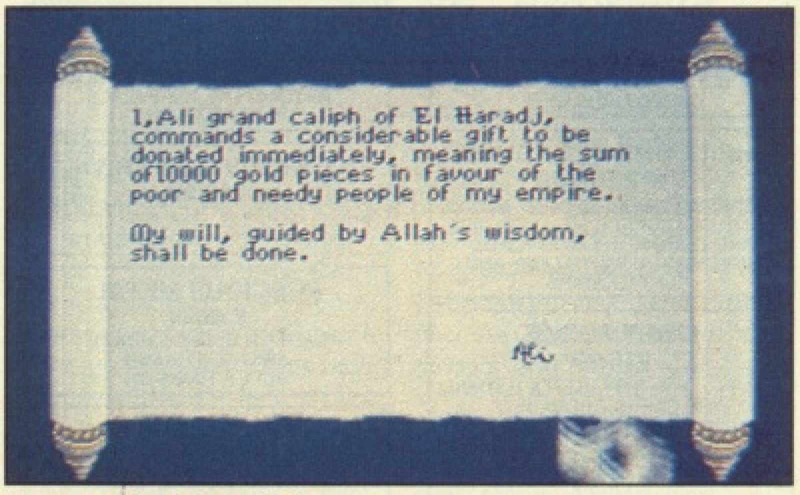
The map screen. The map itself is immense, so it's worth making a note of the system messages that appear from time to time.



Invading an opposing fortress.

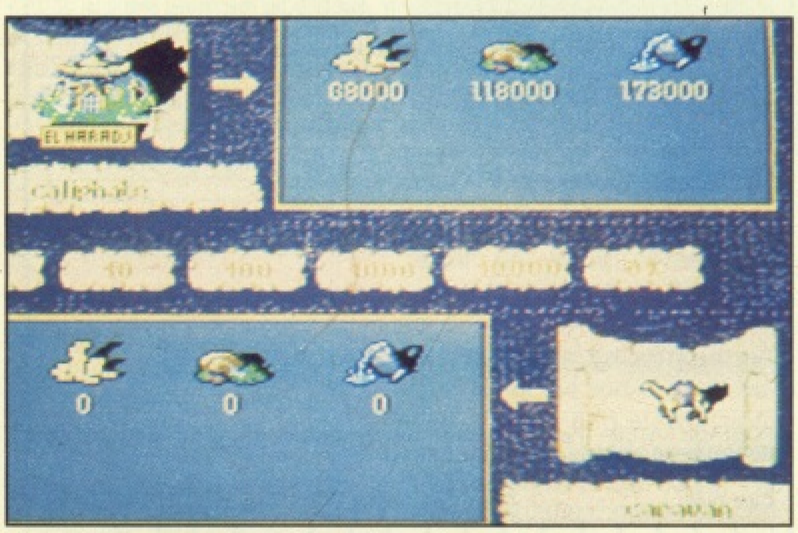
chance they might turn on you anyway.

You increase your power, logically enough, by taking over land and other fortresses. These contain riches which extend your wealth and men



A message from the gods?

which will strengthen your armies. Like *Lords Of The Rising Sun* the fighting can be played in arcade sequences, though *Khalaan*'s action is substandard by comparison. For example, the battle sequences consist of a head to head fight, with an admittedly lifelike Arab, which simply involves a lot of random keyboard tapping, much of which is pointless since the respective strengths of the two armies usually determines the outcome. It can be even more frustrating when storming a castle. Don't expect pitched battles here, simply a tedious round of bribing guards and labourers to join you. The result frequently though, no matter what your respective strength, is that you die. On one occasion ten guards finished off about three hundred of my troops.



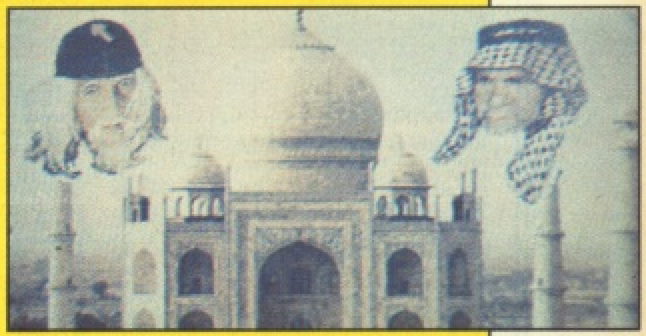
The trading screen. Just click on the object and the number you want to purchase and, bingo, you've got 20,000 mango flavoured parrots.

Be careful choosing your aides. No matter how good your negotiator, most offers of alliance are not worth trusting. Choosing a spy is a dangerous task. Rajet is good, but very corrupt...





...while Salma is a great thief, but not good for info. The computer randomly selects two of the four characters for you. In this case you have Ali (left) who is feared but old, and Umar, the easiest to control.



The are flaws too with the map design of *Khalaan*. Its shape doesn't suggest a massive country, and the way the screen restricts movement (you can't scroll simply over the whole landscape)is annoying. You'll find that boats and armies simply come to a halt because they can't negotiate an awkward piece of land.

Khalaan may be worth persevering with if you're a hopeless addict as far as these sort of titles go. It has an interesting plot and looks historically authentic. However, it never approaches the scale or user friendliness of any of Cinemaware's products.

Mike Pattenden

SOUND:	**60%**
GRAPHICS:	**85%**
PLAYABILITY:	**75%**
LASTABILITY:	**71%**
OVERALL:	**70%**

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It's the end of your term in office or someone's been playing Imperium *for too long.*

IMPERIUM

Running the galaxy is a tough and thankless job. Set a couple of decades in the future when man has developed interstellar flight and made extra-terrestrial contact, *Imperium* deals with both the mundane and deadly challenges of managing an empire. There are foes to fight, allys to be won and home improvement loans to be given out.

The aim of *Imperium* is to be re-elected as leader every fifty years. As the game is set over a thousand years you're going to make even China's leaders look like spring chickens. During the course of the game, catastrophies and wars cause public unrest and unhappiness, and it's these sort of feelings that can put a dint in your popularity and ruin your chances of holding on to power. If it falls too far, you lose the election and thus the game. The key is to keep people happy.

As the leader of your empire, you have to make many complex financial decisions and keep relations with other planets and empires on the straight and narrow. Decisions range from trivialities such as whether to buy 19 or 20 thousand bars of soap up to such orders as launching a full scale attack on another solar system.



An impressive intro screen combined with an amazing piano sample.

The selling point behind this game is the vast amounts of data on hand. There's a mountain of info to be read, options to be considered, and strategies to be worked out. This is not the sort of game you can pick up and start playing immediately. Understanding the manual takes a few hours. The game's slightly easier to work out, but trying to play it well needs a degree in economics and an MA in political studies.



One of the many solar systems.

Playing *Imperium*, I couldn't help but feel a bit overwhelmed by the sheer complexity of the game. There is just too much to do. I'm a great fan of strategy games, but this is a little heavy handed. Also, even though there's a lot of information to digest, most of which is useless, you never get to find out what you want to know. Yes, the Kroygon empire have sent out an invasion fleet, but where?



All news is not good news.

Imperium has a lot that could have put it up there with the greats (*Populous*, *UMS* etc). However, as it stands now, all EA have is a very good simulation of a very dull and bureaucratic job.

Tony Dillon

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GRAPHICS:	**73%**
PLAYABILITY:	**39%**
LASTABILITY:	**44%**
OVERALL:	**53%**

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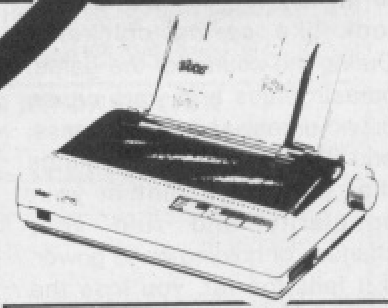
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Left: a magnificent save by the computer keeper. Above: It's in the net and the scorer celebrates.

Emlyn Hughes' INTERNATIONAL SOCCER

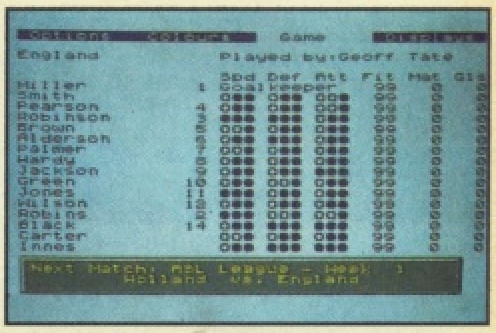


The roar of the crowd signals a hefty boot upfield.

The fact that this game is endorsed by media celeb and former England and Liverpool player, Emlyn Hughes, should be enough to set the tills ringing in softshops nationwide. However, the ever-grinning one's endorsement may also put off many hardcore soccer fans from purchasing the game. I bet many people will see the endorsement as the kiss of death. If the game was any good, surely it would sell regardless of any 'star-name' endorsement. Maybe so, but there's certainly a glut of soccer products on the market so anything helps to get a game noticed.



Where's Emlyn?



Pick your team's stats to your advantage.



Racing upfield, Steve James is unstoppable.

The 64 game was one of the best football games available. Its only problem was blocky graphics. The Amiga version has better visuals, but I cannot help feeling that some of the game's character has been lost as a result. A bit like dressing mutton up as lamb — the old graphics were perfect for what it was.

The main game is strict arcade, but not so instantly appealing as *Kick Off*. The view is from the side of the pitch using a classic forced 3D perspective, the same as old fave rave *Match Day*, and as a result you don't feel like you're playing on a full width pitch. Audiogenic insist that all the pitch dimensions are accurate, however, so I'll have to take their word for it.

The control system can be as complex as you want. The more complex the set up, the greater the ball control. There are (deep breath) 28 different strengths of kick along three different heights (lob, body, and ground level), up to five different kick directions (forward, 20 and 70 degrees either side from forward) and optional back-kicks. That may sound like a lot, but there's more. From basic choices such as editing team names and colours, through to selecting extra time, the number of points for a win, the skill level of computer opponents and the choice of a cup, league or knock-out competition, the wealth of options is impressive.

The game plays well, although I found the response concerning things like changing direction while running to be a little sticky, which leads to mistimed tackles, missed shots and off target throw-ins. It does take a while to get used to, especially after playing *Kick Off* for so long, but it soon becomes second nature and you'll find yourself pulling off some pretty natty moves.

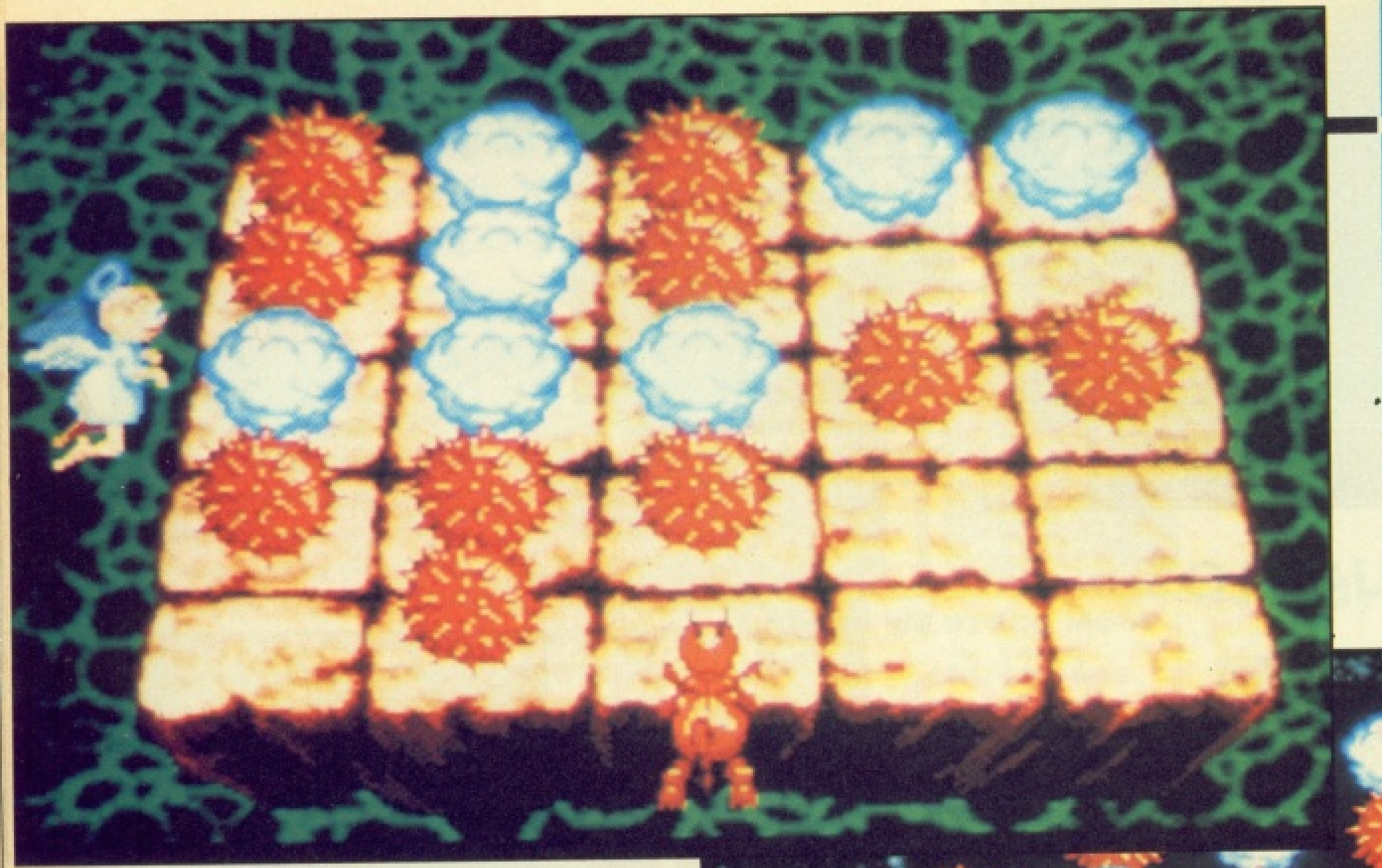
The graphics and sound complement the game. For some reason, though, the fluid animation that made the 64 look impressive has warped into three frames for running and one for kicking. What happened? The soundtrack is fairly impressive. Consisting mainly of distorted samples of crowd chants and shouts from players, the overall effect is very atmospheric.

International Soccer was football king on the 64, but on 16 bit it'll have to relinquish its crown to more deserving titles.

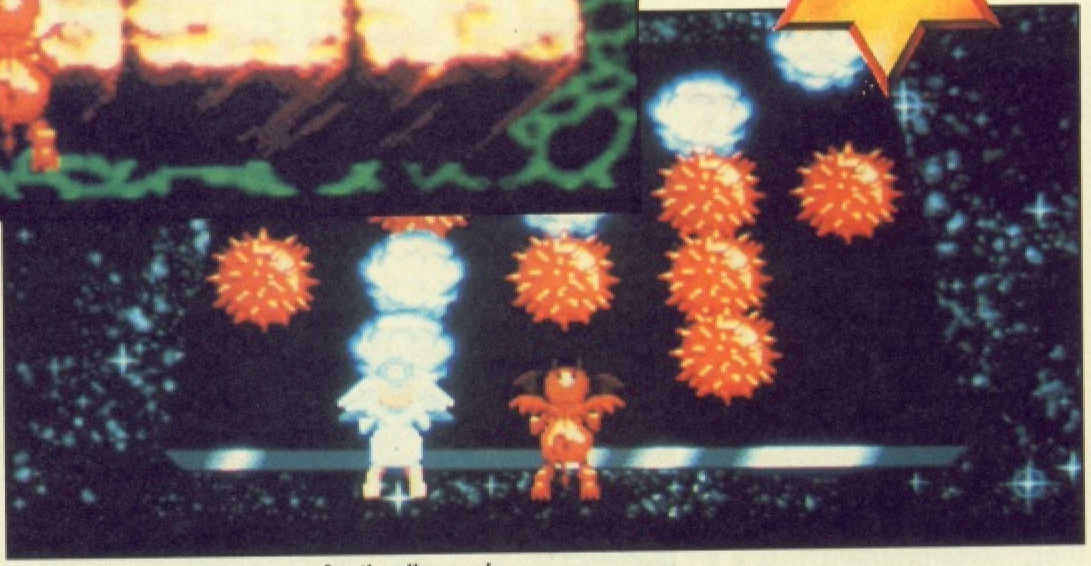
Tony Dillon

AUDIOGENIC
PRICE: £24.95

SOUND:	81%
GRAPHICS:	79%
PLAYABILITY:	82%
LASTABILITY:	81%
OVERALL:	81%



Throwing fireballs in the forest.



The angel's going to try for the diagonal.

ANTAGO

It's the final battle and Mankind's fate lies in the balance. 'Good' and 'Evil' finally get a chance to have a good old fisticuffs and smack the *hell* out of each other. Still, I never expected this fracas to take place over a cock-eyed game of Connect 4.

Antago is played on a board five by five square. The two opponents (an angel and Satan) have to try and get five of their pieces (clouds for the angel, fireballs for the devil) in a row, in any direction. Pieces can only be placed on the outer squares, and by dropping one on an occupied area, the previous item is nudged along.

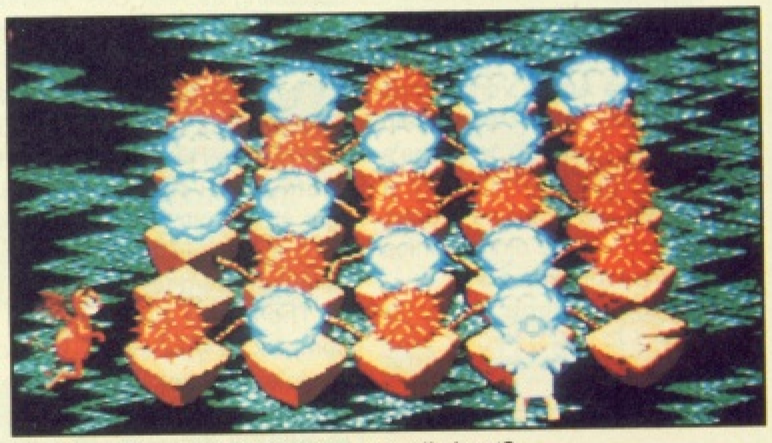
Should you place a piece at the start of an occupied line of squares, the line slides along and the end piece drops off the other edge making way for the new object. This leads to a continually changing board which destroys strategies faster than you can set them up. It takes a highly analytical mind to work out what to do next.

Playing *Antago*, you can see how far artificial intelligence has developed. There are ten skill levels to test and, even at the easiest, simple strategies just don't work. It's easy to play, but winning is a totally different kettle of kippers.

Graphics-wise, there's not really much to report. They're attractive, but not outstanding. There are a few humourous touches. Opponents smash each other out of their way when they want to walk past and the devil looks positively gleeful when the saint is about to make a bad move. The use of varied backdrops and board design adds some variety but, with this type of game, the graphics are not too important.

Antago's addictive. It captivates and won't let go. It's a game you can play many times and never want to put down. The two player mode's even better. If you have a friend to play against, don't miss it. One of the most enjoyable strategy games since chess.

Tony Dillon



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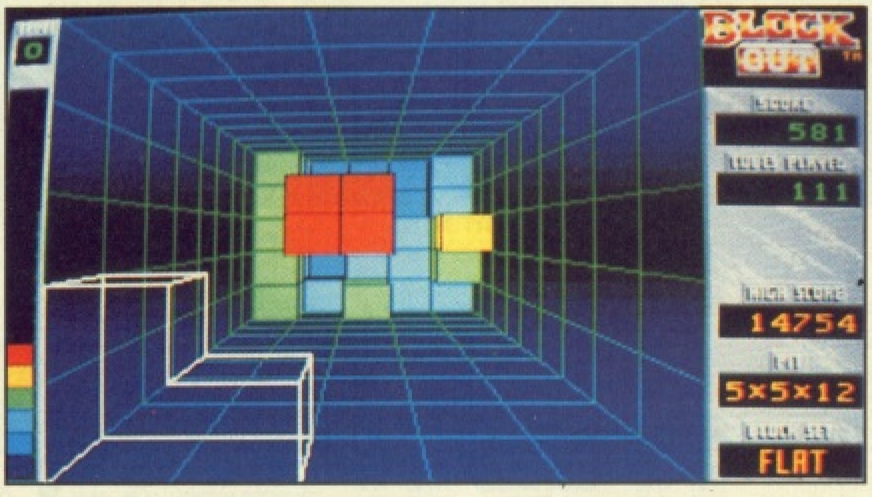
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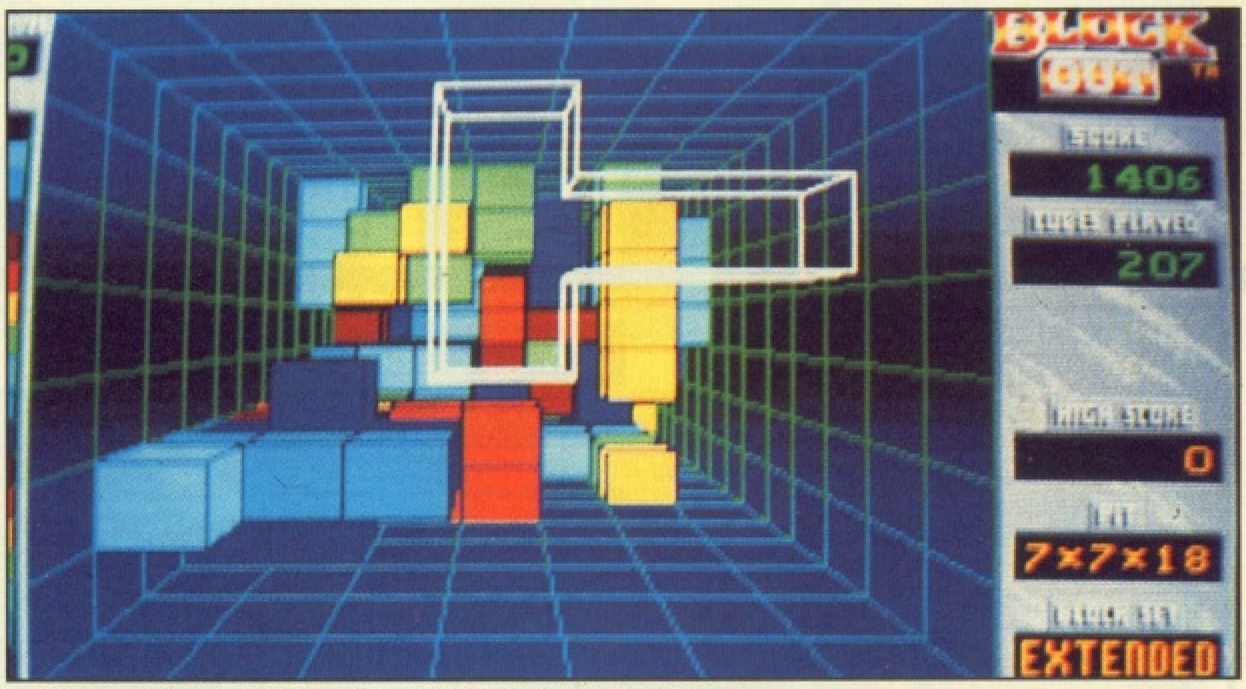


Not a bad start, but you're playing with the easy blocks. Move up a level and things get tough.

BLOCKOUT

There's been a change in games playing consciousness. It hasn't happened overnight, in fact it's taken as long as a year or so. Puzzle games are cool - official. Even the most hardened arcade addicts, shoot 'em up junkies and sim jocks are pondering over geometric shapes and they don't look like square pegs in round holes.

As usually happens with these things, one game is to blame for the rush of brain teasers, and this time the software equivalent of the Rubik's cube is called *Tetris*. Since that example of mathematical glasnost slid out of the Soviet Union game designers have been coming up with ever more complicated ways of torturing us.

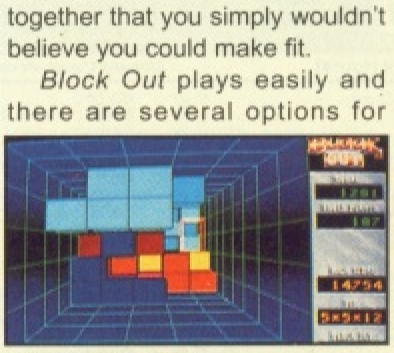


The multiplicity of coloured blocks means you're in a spot of trouble.

Block Out again stems from an East European, though this time he's based in the US. Aleksander Ustaszewski based this on a thing called the soma cube according to the instructions, a kind of Rubik's cube for the mentally constipated. For an easier point of reference you should imagine a 3D version of *Tetris*. The game is viewed from atop a multi layered pit, and geometric shapes appear and fall slowly down to the bottom, the idea being to slot them together and fill a layer. When that happens the layer disappears. Your points total grows as the levels progress and you slot together increasingly intricate shapes.

It's undoubtedly testing stuff with a succession of blocks falling quicker and quicker as you attempt to rotate and flip them. Where *Tetris* was, comparitively, straightforward *Block Out* really bruises the brain cells as you attempt to get your head around the 3D shapes as they appear. By the time you get to a couple of levels you'll find yourself slotting pieces together that you simply wouldn't believe you could make fit.

Block Out plays easily and there are several options for developing the challenge it poses. You're allowed to vary the parameters such as the depth of the pit or its width, and you can set it so it chucks hideous shapes at you from the start.



The blocks pile up.

Curiously though, *Block Out* is more thereapeutic than addictive. It doesn't get the adenalin going in the way *Tetris* does. That's not to say it's not as good – simply that it tests you in an altogether different way. For Amiga owners starved of the joys of *Tetris*, or even a clone by a litigious Nintendo, it comes as a welcome addition to the brain teaser's catalogue.

Mike Pattenden

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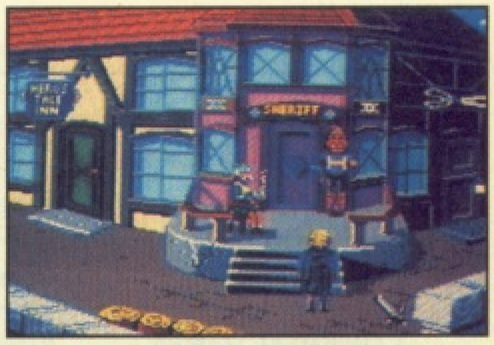
Outside the guild.

CU SCREEN STAR

HERO'S QUEST II



Try the herbalist for potions.



Crimestoppers, D&D style.

So you want to be a hero? Then just pop into the Adventurer's Guild, and study the notice board. There you will find offers of both honours and rewards, providing you are prepared to venture into the forest of Spielburg and risk all. Mysteries and monsters abound, and you'll become a hero if you can brave the dangers and rescue the Baron's children, find the Healer's ring, and kill the evil brigade.

Played in the usual Sierra adventure-style mode, *Hero's Quest* is classified as a Role Playing Game, but it has all the characteristics of an adventure as well as an RPG.



Inside one of the many shops.

Before commencing, a character must be set up. You're offered a choice of Fighter, Magic User, and Thief as your personna, and can then vary and add to the default points allotted to each of the chosen character's attributes.

The play progresses very much along the lines of a Sierra-style adventure, with just a little more emphasis on the acquisition of scrolls, potions, and weaponry. Until you meet up with something nasty in the forest, that is, when play changes to combat mode. Suddenly you find yourself standing face to face with one of the vilest creatures you have ever seen. Pitch in with the spells or weapons, or run, otherwise let's hope you recently saved your game!

Fighting can be exhausting work, and you will need a few pieces of silver for a good night's rest, not to mention the odd spell or two that you are short of! Make sure you never fail to search your victim's body after his demise, for he may be carrying a fortune on his person!

Sound effects and music accompany many of the scenes and animated sequences. Most are a delight, and the animation is often quite humorous. The proprietor of the magic shop materialises in a bolt of lightning as you approach the counter, for example. And the old healing lady magically draws you into a rather unwelcome compulsory kiss as a reward for returning her ring!

Because of the different character settings that can be achieved, together with random events, *Hero's Quest* is unlikely to play the same way twice over. A puzzle solved by a magic user, for example, whilst having the same basic answer may have a completely different method of solution for a thief. And fighting will take on a whole new dimension if you can throw a few nasty spells at your opponent rather than simply beating it to death!

Coming on five disks for the 1 Meg Amiga, *Hero's Quest* is yet another high quality game from Sierra that is certain to give hours of fun and enjoyment.

Keith Campbell

ACTIVISION/ SIERRA ON-LINE
PRICE: £29.99

SOUND:	88%
GRAPHICS:	95%
PLAYABILITY:	85%
LASTABILITY:	92%
OVERALL:	88%

Here it is! The essential CU guide to the hottest selling titles on the Amiga. Check out what's going to be new in June, which games the CU staff play, and the Classics on Release chart – our guide to great games that are still available.

AUGUST RELEASES

PRODUCT	PUBLISHER/INFORMATION
THE PUNISHER	Comic blasting from The Edge.
ORIENTAL GAMES	Kicking fun from MicroProse.
FIREBALL	Future sports also from MicroProse.
SIMULCRA	Space shooter, yet again from MicroProse.
UMS 2	More strategy from Rainbird.
INTERNATIONAL SOCCER CHALLENGE	Football from MicroProse.
F-19	Do they ever stop? Flight sim frolics from MicroProse.
DELIVERANCE – STORMLORD 2	More fairy bashing from Hewson.
FUTURE BASKETBALL	Ball bouncing from, again, Hewson.
OIL'S WELL	Re-written early Sierra product.
PLOTTING	Arkanoid-style arcadester from Ocean.
BATTLE COMMAND	Carrier Command sequel by Ocean.
EPIC – GOLDRUNNER 3D	Space SEU, Ocean.
OPERATION STRUANCE	3D warship sim from The Software Business.
BACK TO THE FUTURE II	Mirrorsoft's latest movie license.
BATTLE MASTER	RPG/arcade/compilation from Mirrorsoft.
FINAL BATTLE	Sequel to Legend Of The Sword by Mirrorsoft.
WINGS	WW1 Biplane sim from Mirrorsoft.

AMIGA CHART

TM	LM	
1	NE	KICK OFF 2. Anco's football sim launches itself straight into the number one slot.
2	4	ITALY 1990. USG go up one place with the first world cup release to chart.
3	2	MIDWINTER. MicroProse drop a place as world cup fever hits.
4	3	ITALIA 1990. Virgin slides a place with the third footy entry this month.
5	1	F29 RETALIATOR. Falling five places is Ocean's futuristic flight sim.
6	NE	AMOS. Mandarin's first chart month with their DIY games kit.
7	NE	TURRICAN. Another new entry into the top ten, this time it's from Rainbow Arts.
8	8	BATTLE OF BRITAIN. Second in the top ten for USG, though this one's a non mover.
9	NE	GRIM BLOOD. 16-bit budget from Mastertronic.
10	5	PLAYER MANAGER. Dropping five for Anco while its big brother takes the top spot.
11	9	FOOTBALL MANAGER 2 – Addictive
12	10	ADVANCED SKI SIMULATOR – Code Masters
13	6	MANCHESTER UNITED – Chrysalis
14	NE	EMLYN HUGHES INTERNATIONAL SOCCER – Audiogenic
15	15	TREASURE ISLAND DIZZY – Code Masters
16	7	688 ATTACK SUB – Electronic Arts
17	NE	WORLD CUP SOCCER '90 – Virgin
18	NE	ROCK STAR – Code Masters
19	NE	CHAMPIONS OF KRYNN – US Gold
20	NE	TEENAGE MUTANT NINJA TURTLES – Ultragames

E & CHARTS

TIME TUNNEL DISKS

Games we think are timeless.

STEVE JAMES	Block Out, It Came from The Desert (still), Kick Off 2.
DAN SLINGSBY	Venus, Unreal, Kick Off 2.
MARK PATTERSON	Unreal, Fun School 3, UMS II.
TONY DILLON	Neuromancer, Subbuteo (again), Bomber Bob.

CLASSICS ON RELEASE

PRODUCT	PUBLISHER/INFO
WARHEAD Strategy adventure set in the far reaches of the galaxy.	Activision, £24.99
FLOOD Wetware platform action. CU Screen Star.	EA, £24.99
EUROPEAN SUPERLEAGUE Managerial footy sim. CU Screen Star.	CDS, £24.99
MIDNIGHT RESISTANCE Futuristic shoot 'em up.	Ocean, £24.99
FALCON MISSION DISK 2 Bolt on flight sim expansion. CU Screen Star.	Mirrorsoft, £19.99
FLIMBO'S QUEST Cute platform antics. CU Screen Star.	System 3, £24.99
CHAMPIONS OF KRYNN D&D Mayhem in the world of the Dragon Lance. CU Screen Star.	US Gold, £24.99
NUCLEAR WAR Apocalyptical toilet humour with a cast of millions. CU Screen Star.	US Gold, £24.99
MIDWINTER A small community up against a cold-hearted dictator. CU Superstar.	MicroProse, £29.99
CYBERBALL 21st century robo-ball.	Domark, £19.99
THE LOST PATROL Vietnam action/strategy game. CU Screen Star.	Ocean, £24.99

PRODUCT	PUBLISHER/INFO
MANHUNTER 2 Gory post alien invasion RPG. CU Screen Star.	Sierra, £24.99
ANT HEADS B-Movie attack of the mutant insects. CU Screen Star.	Mirrorsoft, £14.99
THEIR FINEST HOUR Battle of Britain flight sim. CU Screen Star.	US Gold, £24.99
THEME PARK MYSTERY Surprise goings on at a haunted fairground.	Mirrorsoft, £24.99
NEUROMANCER Futuristic Cyberpunk RPG.	EA, £24.99
LAST NINJA 2 Oriental beat 'em up/adventure.	System 3, £24.99
BATTLE MASTER Fantasy battle action.	Mirrorsoft, £24.99
LIFE AND DEATH Home surgery kit.	Mindscape, £24.99
SUBBUTEO Computer version of classic football game. CU Superstar.	Mammoth Games, £19.95
FIRE AND BRIMSTONE Fantasy arcade adventure. CU Screen Star.	MicroProse, £29.99

FANTASY ZONE

Keith Campbell ventures into the Fantasy Zone offering advice on adventures, role-playing, strategy and war games. Read on for enlightenment.

INPUT

KING'S QUEST III

Adventure

How do I give the cookie to the evil wizard, and when? I have tried everything, please help me!

Asgeir Bjorlo
Aalesund,
Norway.

GUILD OF THIEVES

Adventure

How do I get out of the well in this game?

Joeri Piet,
Assendelft,
Holland.

THE JETSONS

Adventure

How do I see the Digdroid King in the caves? I can get into the caves using the crystal, and I've found the power generator room, but I don't know what to do there! Also, can I get the pick in the caves? The game keeps saying that it's too heavy or my hands are full when I've dropped everything (except the lamp, which of course can't be dropped.)

Can I get Elroy and Astro to join me in Robotopia? The packaging suggests I can, but he doesn't want to follow!

Andy Phang,
Maddington,
Western Australia.

ZAK McKRACKEN

Adventure

I don't know which picture I have to make on the leg of the sphinx in Cairo, and on the statue in Mexico. Where does Annie have to say the text on the scroll from Lima?

Gunter Claes,
Zonhoven,
Belgium.

BLOODWYCH

RPG

I have found three of the crystals, but how do I get them out of the wall? On the level with the dragon there is a flight of stairs. If you go down, after a short corridor there is a flight up, which is the same one - a sort of mirror image. How do I solve this problem? May I say that CU is certainly better than other Amiga magazines at the moment.

Steve Bartle,
Newark, Notts.

SHERLOCK HOLMES - THE RIDDLE OF THE CROWN JEWELS

Adventure

It was in the summer of '89 when I wrote to you requesting help in finding the torch. In no time I received your speedy reply, and I was hopeful that I could get the torch and advance further into this enjoyable game. As we are about three months behind getting your brilliant magazine, I received the December issue in March, and soon found that the wrong answer was there - and you had spelled my name wrong! I am in no way ungrateful, but could you please put my request in once again? The answer you gave was one that I had to use later in the game, as you have got to have all four jewels in order to have Holmes kidnapped.

Daniel Cram,
Sydney,
Australia.

GOLD RUSH

Adventure

"What shall I do at the Green Pastures Hotel?" asks Asgeir Bjorlo, of Aalesund, Norway. I can't answer that, but perhaps there is a clue in the next problem: "How will I get into Room 11 at the hotel?" posed by Mikjel Bjercke, of Eidsvoll Verk, also in Norway. The answer to Asgeir seems to be: Get stuck in Room 11 instead of outside it!

INDY

Adventure

To pass the first test, look in the real Grail Diary (the one you got with the game). To pass the second test, step only on the letters mentioned in the other word for GOD.

Asgeir Bjorlo
Aalesund,
Norway.

OUTPUT

MANIAC MANSION

Adventure

To get into Nurse Edna's room, position one character in a neighbouring room and another in the hall outside her door. Open the door and go in, then switch immediately to the other character and rush into the room. You will have a short amount of safe time there, while she's taking the other kid to the dungeon. I think there's an envelope in a drawer somewhere - I'm not sure!

Asif Hassan,
Abu Dhabi.

P.S. What happened to The Valley? I liked it better the old way.

BARD'S TALE I

RPG

"Once a man alive, now living death. It drinketh blood 'n' stealeth bread." The answer to this riddle is VAMPIRE.

Andrew Fox,
Middleton, Manchester.

STARCROSS

Adventure

You aren't supposed to use the gun to get the blue rod. You have to use the disks. Place one under the globe and the other somewhere else. The globe is hollow inside, so if you place an object on it when it is small, then fiddle around with the globe's size, you will teleport out the blue rod (and the object you placed on the globe.)

Asif Hassan,
Abu Dhabi.

WATERLOO

Wargame

In reply to Peter Scott's enquiry, here is a guide to avoiding several of the problems that may occur.

1. Ensure all names are spelled correctly, paying particular attention to those which are incorrectly pronounced in the manual. If you are unsure, click on the relevant unit to find the correct spelling. Read the text, and then press a key to get back to the input window. This can be done even if you are halfway through typing a sentence.

2. If you are ordering a Divisional Commander, make sure that the correct Corps Commander is being used. Although your subordinates start the game, they are liable to change as troops are assigned to a different corps.

3. Time factors play an important part in the success of your commands. AM and PM must always be used. You cannot give orders that would last beyond 9.30 pm when the battle ends. If you use an irregular time period (eg 8.24pm) you must not place the full stop between the hours and minutes - a space should be used instead.

4. If all else fails, look in the Reference Guide to gain a better understanding of the communications system and most common orders in the game.

Stuart Neil Hardy,
Wales, Sheffield.



DUNGEON MASTER

RPG

This is for Klaus Conrad of Malta. To kill the knights, you can't use magic. Instead, you either take your time and hack them up, or have 'em follow you to the pit room and fall into one of the pits, using the toggle plate.

Marco Pierotti,
Milan,
Italy.

DEMONS' WINTER

RPG

When you find a cursed weapon, don't throw it away! Bring it to the dwarves' workshop and you can get enchantment for free!

Marco Pierotti,
Milan,
Italy.

POLICE QUEST

Adventure

To get Sweet Cheeks Marie out of jail, go to Cell 1, and type HELP ME, then HELP HOTEL OPERATION, and leave.

BARD'S TALE II

RPG

In answer to Robert Campanella of Pordedone, the word to pass by in Level 3 of the Dark Domain is simply: PASS.

Robert Shurhuber
Vienna.

FAERYTALE ADVENTURE

RPG

Here are the answers to Steve Mackenzie's questions. Give the bone to the spectre in the graveyard crypt, and he will give you a crystal shard which allows passage through the blue barrier in the Citadel of Gloom. You will find the bones in the Tombs of Hemsath. Pixel Grove is just scenery - I think. The cave referred to is found north of Pixel Grove and east of a stone circle. It is marked on the map, but not very clearly, and is not easy to spot whilst playing the game. The lava barrier can be passed if you have found the rose in the hidden city of Azal.

Alan Godridge,
Barnsley.

SPACE QUEST I

Adventure

I am writing in response to the plea for help by C.Butler. Firstly you need a Jetpack. You get this by refusing the guy who wants to buy your Sand Skimmer. Then when he asks you again, he'll throw in a Jetpack for free. Then all you need is to get your robot pilot and ship, and it's off to sector HH! Put on the Jetpack and get out of the ship when you reach the spaceship Deltaur.

Chad Goulding,
Boston,
Lincs.

INTERACTION

I have been reading your column in several different magazines for many years now. I used to think my TRS-80 was the best thing since sliced bread, back in 1981. I am now the proud owner of an Amiga, and a good job too! Keep up the hints and tips and reviews. Out here it is the only information I get.

I read that in Bard's Tale 1, all you had to do was close the bank account with **** to get one billion gold pieces. Where is this elusive bank? I have made a detailed map of Bard's Tale, and I thought I had been into every location, but obviously not. I can finish this adventure, but would rather finish rich! I rang up Official Secrets (of which I am a member) to ask this, and they said there isn't a bank. Keith - if you say there's a bank I believe you.

Robin Larder,
Doha, Qatar.

Keith's Response: What touching faith! I cannot vouch for this clue personally, which was sent in by a reader. So HELP, all you Bard's Tale players!! Is there a bank or have I been had? And what does Oyvind Adnoy mean, when he mentions a beaver ...

I have completed Legend Of The Sword with 100%, and never found a beaver, so I don't know what Oyvind Adnoy is talking about. And I assume by crocodile he means the carcass in the swamp, which is not described in the game as a crocodile but the graphic looks a bit like one. If so, ignore it. The mudbeasts are easily disposed of if you have found the clue halfway up the huge disfigured tree, E, SW, and SW of the Hydra. The High Lord's skull is found underground beneath the Keep. Before examining it or talking to the skeleton you must wear the spectacles, which you got when you killed the Hydra. The High Lord's skull is pinned by an arrow to the door. Hope this has been of some help.

Ray Smith,
Milton Keynes.

Keith's Response: I'm sure it has! But first banks, and now beavers! Next thing someone will be telling me Leisure Suit Larry can score with Suzi ...

FANTASY ZONE NEWS



Your smoothy spy in Operation Stealth.

STEALTHY MANOEUVRES

ADVENTURE

News just in from the Continent. French programming supremo Delphine Software, whose last hit was the award-winning *Future Wars*, have split from their British distributors, Palace Software.

In a bid to up their market share, Delphine have signed up with US Gold and as a result *Operation Stealth* is now scheduled for release in September. Further Cinematique games will follow afterwards, all on the US Gold label.



I bet he's gott a Walther PPK too...

Operation Stealth, for those who don't already know, is not the second of the Future Wars trilogy but is based around a James Bond-type story concerning a missing Stealth bomber. It still employs the Cinematique system and has ironed out most of the minor quibbles that cropped up during *Future Wars*. *Future Wars* is also now available through US Gold.

THE LAST NINJA...AT LAST

ARCADE/ADVENTURE

He's finally found his way onto the Amiga! After being *The Last Ninja* twice on 8-bit machines, Armakuni will be appearing in the sequel to the popular System 3 original around July.

While teaching a class of apprentice ninja (ninji?), Armakuni is suddenly enveloped in a strange white light. The pupils are powerless to help as their master is transported to a strange world (well, you'd think Manhattan was strange if you'd been brought up in a monastery all your life), where he senses the presence of his arch-enemy (and major villain in *LN1*) Kunitoki.

So what happened to *The Last Ninja 1*? At the time of its release, System 3 suffered a lack of decent 16-bit programmers and by the time the problem had been resolved *Last Ninja II* was already in production. Being more advanced than the original it was felt that *LN2* would provide a better conversion. Don't write number one off though, there's always the possibility of a late conversion, especially with a compilation pack on the horizon.

This compilation will not just feature *LN1* and *LN2* but – wait for it – *The Last Ninja 3* ! Work has begun on the third chapter but nothing is expected until the beginning of next year at the aerliest. Keep your eyes peeled for further updates in your favourite Amiga games magazine.

RED SUNSET

WARGAME

With all the changes happening in Europe - the Berlin Wall coming down, country after country regaining their independence, Italy winning the Eurovision Song Contest - most current wargames are looking dated. *Red Sunset* (a working title) from PSS, on the other hand, is bang up to date. Taking into account all the political changes and predicting the huge amount of possible outcomes, you are cast as the 'ruler' of a European country and have to deal with all the problems that arise, both political and military.

Forge friendship pacts with allies while keeping the enemies from your door as World War II boundaries come toppling down. You can start cleaning up Europe this Autumn.

SIERRA'S GOLDEN OLDIES

ADVENTURE

It seems that you cannot keep a good name down, especially when that name is *King's Quest*. Sierra first made their name with *King's Quest 1*, the story of a young man's quest to find three magical treasures. Now, six years and dozens of releases later, *King's Quest 1* is making its way back onto the shelves in the form of *King's Quest 1 (SCI)*.

In order to foster a new generation of gamesplayers (as well as inspire nostalgia in plenty of older ones) Sierra are re-releasing their 'classics', *King's Quest, Police Quest, Space Quest* etc., but revamping them with their *SCI* games' system.

The story and puzzles will remain the same, but there is an upgrade offer in the pipeline for existing 'classic' owners. Should be worth checking out.



Kids CD-Rom japes in Mother Goose from Sierra.



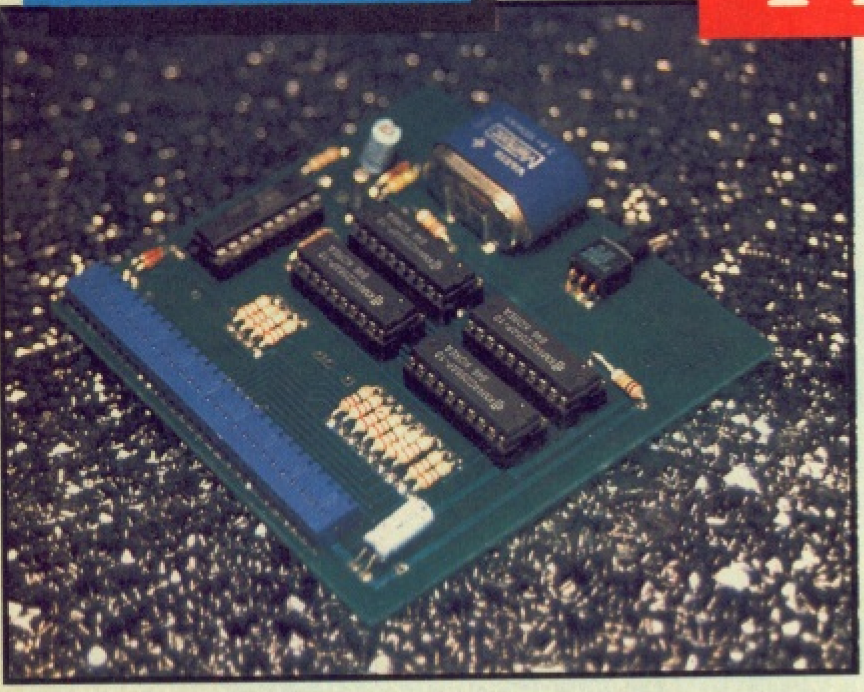


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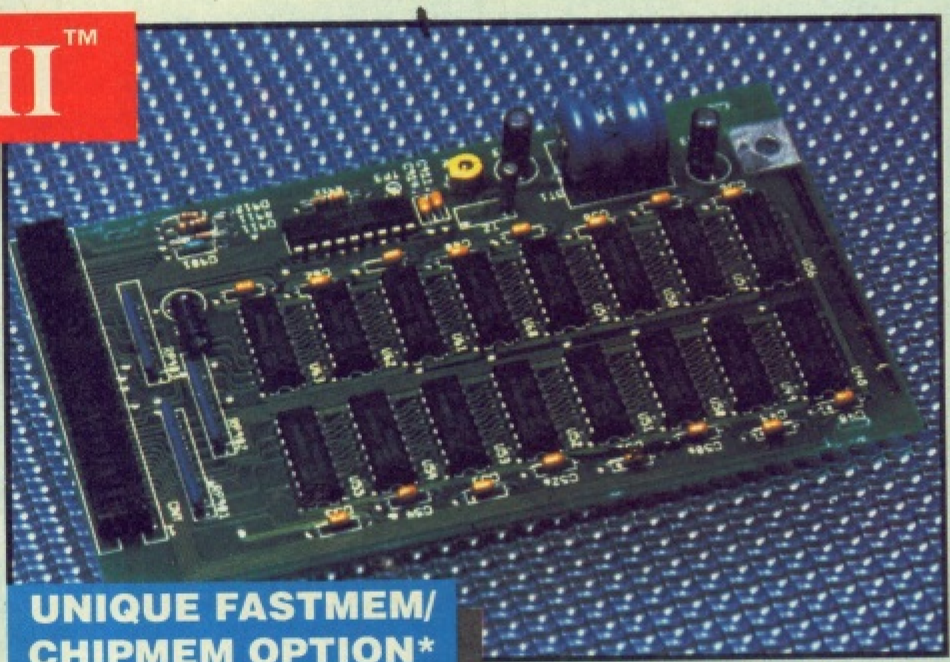
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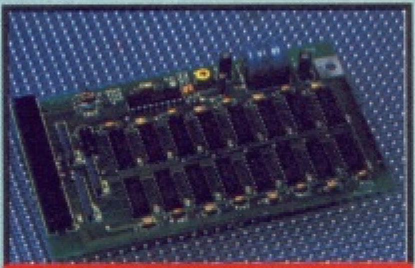
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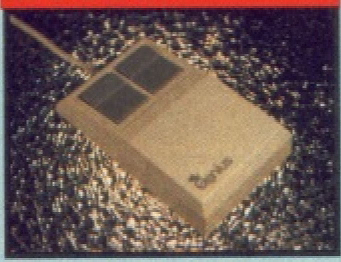


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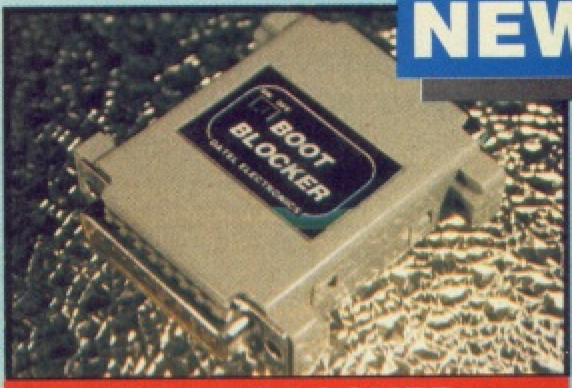
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FANTASY ZONE NEWS



Tense action in **The Final Battle**

THE FINAL BATTLE

ADVENTURE

Remember *Legend of the Sword*? It concerned a group of adventurers travelling to a mysterious island in order to imprison the evil wizard Suzar. At the time it received great reviews and even now still holds its head up high as a great adventure game. Well, Mirrorsoft know when they are on to a good thing and are now announcing the release of a sequel, *The Final Battle*.

Continuing from the point where *Legend* ended, *The Final Battle* sees Suzar escaping, retrieving his magical sword and killing off almost all your companions. Your task is to finish him off once and for all with the help of six magical crystals, the sword's power source.

Another shot from **The Final Battle.**



Some of the major features include a weather system that can affect certain decisions, real time action and 3D views of every location. With adventure games becoming more complex and new features being added all the time, you can't help but wonder whether there are any traditional adventures left any more!

The Final Battle will appear on the Imageworks label towards the end of the year.

EDGE OF DARKNESS

ADVENTURE

A minute's silence please. American adventure giants Infocom are no more. Well, almost. Activision have announced that no more adventures are to be released from the now defunct company but games will still be released on an Infocom label. These will be programmed by outside teams such as Westwood Associates, responsible for several of the AD&D games and the Infocom label's latest release, *Circuit's Edge*.

ONCE MORE UNTO THE BREACH

STRATEGY

Based on George Alec Effinger's series of novels, Circuit's Edge is set in a post-holocaust Morocco (makes a change from America), known as the

STRANGE NEW WORLDS

RPG

Budayeen. You are a small-time private eye who gets his kicks from plugging his brain into 'moddies', a kind of alternative lifestyle simulation, the era's version of drugs.

Wrongly accused of the murder of an underworld hood, you set out on the trail of the murderer, a notebook belonging to the crimelord of the area and the chance of waking up to see another day.

No immediate plans are being made but a conversion from the PC is likely in the near future. Effinger's books - *When Gravity Fails* and *A Fire in the Sun* - are available on the Avon Books label.

If you've always wanted to lead a crack squad of soldiers, face up to a Tyrannosaurus Rex, aliens nasties, and heavily-armed hover tanks, then *Breach 2* is for you. Set in a variety of different locals ranging from jungles to enemy space stations, and carrying anti-grav boots and neutron bombs, the game has 3D-isometric views, with the opportunity to design your own missions and purchase extra scenario packs.

HELPL

ENQUIRIES

ELITE

I bought this game 4 weeks ago and I have been playing for 15hrs 32mins and have scored 80,510 points plus my rating is competent. What I would like to know is how to get onto the missions without using the poke. Or is there a certain planet to go to? Help from anyone would be grateful as this is a great game and I'd hate to see it gather dust.

Johnny McGreevy (A15)

SHADOW OF THE BEAST

I am having problems with *Shadow of the Beast*, please let me know if you know the way out of the tree when you have got the key.

Ryan Waspe (A14)

WEIRD DREAMS

I am stuck on 2 levels on *Weird Dreams.* The first is, I cannot get past the girl in the garden. The other is how do I get past the chicken monster. I know I have to walk along the corridor and jump up and press the fire button to make the lights stay on. Then dodge the bats and jump up on the light, but I cannot get past the chicken monster. Can anyone please help?

Craig Tomson (A12)

TREASURE ISLAND DIZZY

I am having problems with *Treasure Island Dizzy* please let me know how you get the ignition key and if you know if there is any more things for the boat.

Ryan Waspe (A11)

NEW ZEALAND STORY

Please could you help me with a couple of games on the Amiga. Firstly *New Zealand Story.* I have tried several cheats with this and have been unsuccessful. I even tried the rude one. Please help.

P.S. When it says type DEL+M which del key does it mean, there are three on my keyboard?

P.P.S. I have heard there are several different versions of *NZS*, so mine is: Taito CBM Amiga (Ocean) No. U190502.

Another two games I am having problems with is *Kid Gloves* and *Turbo Outrun.* Have you got anything on these?

Mark Hobson (A13)

WASTELAND

Hi, my name is Ross and I am having rather large problems with Electronic Art's RPG *Wasteland*! I am stuck in Base Cochise! I do not know what to insert into the tall black cylinder. And how do you turn off the force field on the other 3 cylinders? What do I say to the computer on the 2nd level down (the one with all the rotobs being made around it)? In M14 (the response to the other *Wasteland* problem) it says that the railing breaks. How do you do that? And my last problem, what do you do with all the dead bodies wrapped in sheets inside the sleeper base? One more, is there a real Finster? I killed his cyborg clone in Darwin (but he keeps speaking to me in the Dream Dimension). That's it! Phew! I am in need of desperate help. An answer to only one of these problems would be fine!

Ross McCabe (A10)

MIDWINTER

I could really do with a poke for *Midwinter*, as I am completely useless at it! Extra men or super tough vehicles would be good.

Daniel Mawson (A9)

GLADIATORS

Does anybody know the cheat to get me on to the next level of a game called *Gladiators* from Smash 16 because I can only complete the first 2 levels?

Philip Groves (A8)

FIGHTER BOMBER

I have a problem with *Fighter Bomber.* Every time I come into land I crash, or get shot down and I cannot get rond it. What am I doing wrong? Is there a cheat I can do?

Anthony Morris (A7)

FALCON

I run out of fuel at Captain level or higher rank, is there some means where I can put the fuel on hold so I can enjoy the flight better?

Anthony Morris (A6)

BARBARIAN

Could you send me a cheat for *Barbarian 1*? I don't know how to finish.
Harvey Whitehead (A5)

ROCK 'N' ROLL

I'm stuck on *Rock 'n' Roll*, the second level, when I first bought it I thought the first level was hard enough. I have recently made it onto the second level. It's too hard. Can someone tell me how to get onto the thid or can they tell me a cheat.

Martin Brown (A4)

IT CAME FROM THE DESERT

I am stuck trying to play *It Came From The Desert*! I know partly what to do but the part that I'm stuck on is finding the opening to the queen ant's hideout. Where is it?

Martin Brown (A3)

BOMB JACK

I am writing on behalf of my sister who persuaded me to buy *Bomb Jack* would you believe? She wants me to find a cheat or a poke for infinite lives.

Martin Brown (A2)

.INE

PLAY TO WIN

DYNAMITE DUX

I've been trying for ages to get through this but I can only make it to level 5 because the penguins keep getting me if I punch them. All they do is jump in the air and run away. Somebody PLEASE help me, I would be most grateful if someone had a cheat or poke. Also if anyone had a cheat for *Rolling Thunder* or *Bionic Commando*.

Adam Bermingham (A1)

RESPONSES

INFESTATION (T1)

This is the way to get into the underground system. First go to the terminal at coordinates 50,50, gain access and type KAL SOLAR. Now go to the transporter (coordinates 00,30) and walk through the opening in the direction of the arrows and presto, you're in!! By the way, use the MMU for moving from one place to another on the surface, so you can't be poisoned easily.

Johan List

BATTLETECH (T9)

To gain the white code, visit the map room and by touching the planet names you will see that their symbols change from a circle to a square. It will be these planets (in which the symbol is a square) which will be included in the code when you finally leave the chamber.

The planets you need to use are shown in the green area on page 14 of the instruction manual supplied with the game. There are 7 planets in all, called Skye, Benjamin, Kathil, Ryerson, Aichernar, Summer and Pesht. After including all these planets in the code, leave the chamber and confirmation should be given saying the white code is correct.

Now go to one of the rooms at the top left hand corner of the complex and touch the walls until a message is displayed saying the hyperpulse generator has been switched on.

Your team should now visit the room with computer terminals around the walls, and a ramp leading to a high gangway. Walk up the gangway and touch the row of computers to send a signal to Katrina Steiner and complete the game.

S. N. Hardy

MAJIK (T13)

When the game first begins, go east as far as Boldok the Dwarf; and now give him your magical sphere. Before he has a chance to escape, kill Boldok. You will search him, finding your orb and a crystal. Take them both, and visit Capriol (the village idiot). Show crystal to Capriol and go E, E, S, S — Capriol will show you to a hidden cave and then leave. To enter the cave, climb cave, use crystal.

Don't try to cross the escarpment with the rope — this is simply a programmer's play to get you to waste the magic in the orb while escaping!

Paul A. Hardy

F29 RETALIATOR (T4)

As far as I am aware, *F29 Retaliator* was rushed out despite the fact that the game was overdue. The reason being that Commodore could not release any of their new Amiga Flight of Fantasy Packs until *F29 Retaliator* was released.

Therefore, this game is in fact full of bugs. You may also have noticed that even after selecting more fuel pods on the weaponary select screen they do not work in the game.

Also one of the missions on war update 6 — European Scenario, you have to tackle 3 squadrons of new migs, trouble is, you can't see any of them, even when they are within a two mile radius from your aircraft. But missiles appear from ghostly migs and are very mean indeed.

No doubt, if you play the game more, you will encounter more bugs, I surely have but I mustn't drone on. I suggest you either send your copy back to the dealer and demand your money back or contact Ocean themselves. But be patient . . . I've had no luck!!!

Craig Mann

ELITE (T5)

Well, it's easy! When given the mission, hyperspace to a planet, approach the plane until the 'S' appears on your radar. Now line yourself up with the space station, get it in your sight, keep on firing and it just blows up! Then get out of there and that's it. It's easy shooting the station when you're at a very large distance from the space station, you see?

Johan List

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: Play To Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

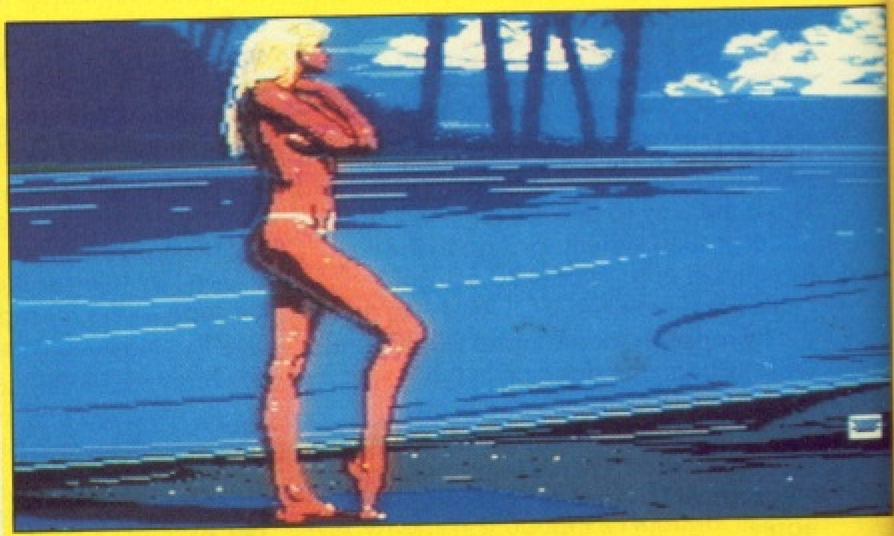
He's out and about and looking for love. Yes, it's Keith Campbell and here's his guide to Leisure Suit Larry 3.



Larry sets off on the long road to love

LEISURE SUIT LARRY III





PLAY TO WIN

PART 1 — LARRY

GETTING STARTED

Before the game starts, Larry must do two things. These are indicated by the 'pointing finger' that appears on the screen. Larry must first visit his house, and then visit his office. It would then be a good idea to visit the Comedy Hut — and stay for the duration of the show.

THE CONQUESTS

These can only be made in a predetermined order. To be successful, LOOK at the person in question, and then converse using TALK TO <name> when you will get a close-up picture. Follow the general line of the conversation. Lines like DATE <name> and HELP <name> are useful. In each case, you won't get something for nothing, and before the conquest can be made, you will have to provide some form of sweetener requested by your target. This will usually lead to a search for the required object.

The order of conquests is:

1. Tawni — found on the beach.
2. Cherri — Encountered after the show.
3. Bambi — Found in the arobics studio. But try Patti first, or you won't even get to meet her. One of Patti's numerous requests will also help with Bambi.
4. Patti — Playing the piano — but you will have to wait for her show to start, which depends upon other events.



PLAY TO WIN

Larry sets off on the long road of love . . .

made from wild orcids growing in a cave near the Chip 'n' Dale show. Finally, revisit the Comedy Hut before going up to the Penthouse.

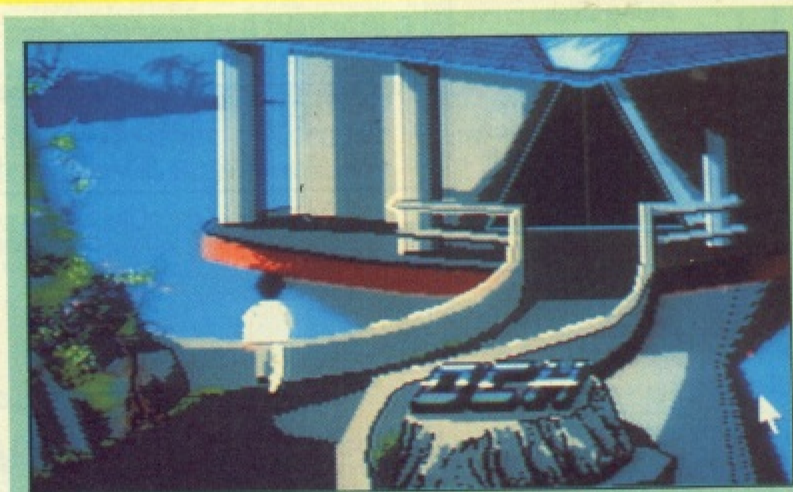
THE OPENING QUESTION

The five questions at the start of the game decide at what level of suggestiveness you will play. This affects some of the wording, degrees of dress, and, for example, how far the blinds in the bedroom window are pulled down when you look through the telescope.
Note that any saved game reloaded plays at the level of the saved game rather than the current one. If you wish to play at the highest level, when all five questions have been answered correctly save the game immediately, and use that version to play on from, without worrying about the answers you give when you next load the program.



THE SWEETENERS

Tawni — Visit your house again and see if the postman has been.
Cherri — Visit the lawyers and see Suzi.
Bambi — Try it with Patti first. You'll make it with Bambi whilst trying to satisfy Patti's requests, if you offer to help with her project.
Patti — Visit the lawyer a second time (you will need cash to settle the first bill) and then try again. Visit the workout station and score four nines. Try again. Make a garland and give it to her (a 'quick lei'!) If you already have one and it is not accepted, make a fresh one. The garland is



Some actions may be carried out in any order



CHERRI TART'S SHOW

The ticket number is in the manual. But a tip is required, and the cash must be earned — try imitating the beach vendor to earn it. Hang around in the foyer after the show to get to meet Cherri. Afterwards, join in the spirit of the thing before you get booed off the stage!
The game can be completed with less than the full 4000 points (I finished with 3553). Extra points are gained for doing things that are not essential to the plot, e.g. drinking water from the tap by the changing booth, and looking through the telescope.

BECOMING A NON-TOONYT SOUVENIR SELLER

Cut some long grass with a sharp knife (a hard smooth man-made surface makes a good knife sharpener). Make and wear a grass skirt. Find some local grenadilla wood, and make a carving. Go down to the beach to sell it.

GETTING FIT

Borrow Suzi's key card, which falls out of the papers she gives you when you pass them on to Patti. Her locker is about the furthest away from the entrance. A clue to the combination is on the back of the key card — but you'll need help from the manual to use it. And don't forget soap and towel for that shower afterwards!



THE PARSER

In common with most Sierra games, valid commands are sometimes difficult to phrase. But the program is very forgiving, and if you know what you want to do but cannot phrase it successfully, then USE <object> will often sort the whole problem out for you. This even works when you don't know what to do, but are carrying the correct object for the next problem. By repeating USE <object> for every item in your inventory, you will sometimes find that the current problem solves itself.

PART 2 — PATTI

PREPARATIONS FOR THE SEARCH FOR LARRY

Before you leave, make sure you are fully dressed. When you're low on resources, even a simple item of clothing like a bra can make the difference between life and death if you're in a tight spot!
For some relaxation, you will need cash to visit a show. Now where did you leave your tips? An essential though not obvious tool will be found on the announcement board in your nightspot. And during that long trek through the forests, you're bound to get thirsty . . .
Start the search near the Comedy Hut, and head into the forest. Heed the lyrics of the Nectarine Tune, if you're to emerge at the other end.

MOUNTAINEERING

Mountaineering is thirsty work — top up while you have the chance! Use something long and stretchy to climb down the cliff. Whilst by the canyon, take all the local produce you can. What is another name for marijuana? And it happens to be just what you need right now! So make it into one, and use the rock on the other side, and the tree, as anchor points. Before crossing, your dress is going to come in handy — so use it!

AVOIDING A FARE WORSE THAN DEATH FROM A FERAL PIG

What are you carrying that would make effective projectiles? And can't you just guess what you're going to have to use as a sling to project them with? Position yourself just this side of the bushes on the right hand side of the path, wait for the right moment, and then swing 'em!

SHOOTING THE RAPIDS AND OUT OF THE CAGE

Move that log you see caught up in the weeds, and climb onto it for a safe journey.
If you soon feel a bit caged in, don't worry — use your magic marker for an incredible exit!

AND FINALLY . . .

Just follow through the screens, and if you happen to find yourself hanging around a bit, hang around upside down near the machine, and turn it off!

Looks like Larry could be in luck.





Here's where you go after the queen's jewels.



Should you follow or not?

Trapped in time? Cornered by the Cyclops? This solution from Dean Koczkowski should come in handy.

CHRONOQUEST II

START AT I
ADVANCE
PICK UP: the anchor and the coins found on the right of the screen by some small rocks.
ADVANCE
PICK UP: the chest on the left of the screen and the clay jug from the right of the screen.
DO NOT PICK UP: the fruit on the table otherwise you will die.
RETREAT: back to the ship
USE: the coins on the reactor to travel to IV.
ADVANCE
PICK UP: the silver ring on the right of the screen and the spearhead on the tail of the golden lion, the figurehead of the ship.
DO NOT ADVANCE
RETREAT: back to the ship
USE: the silver ring on the reactor to travel to III.
ADVANCE
ADVANCE AGAIN
PICK UP: the key from the door.
USE: the key on the Blacksmith (the Blacksmith modifies the key).
USE: the key on the door.
ADVANCE
THE GUARDIAN OF THE WINDS APPEARS
TALK: to the guardian.
DO NOT LISTEN
PICK: the "Hello guardian of the winds" option.
TALK: to him again.
PICK:the "I would like to return home as soon as possible" option.
RETREAT
PICK UP: the key from the door.
PUCK UP: the anvil from the Blacksmith.
RETREAT: back to the ship.

THE MUSKETEER

USE: the anvil on the reactor to travel to X.
PICK UP: the sword and the copper sheath.
USE: the copper sheath on the reactor to travel to XI.
USE: the sword on the serpent in the tree.
PICK UP: the fragments of the sword from the bottom of the screen by the serpent's head.
USE: the sword on the forked branch.
USE: the spear-head on the staff to make a spear.
USE: the fragments of the sword on the reactor to travel to XIII.
PICK UP: the horse shoe on the door to the left of the screen.
ADVANCE
USE: the glove to challenge the Musketeer.
LISTEN: to Travil, a musketeer.
TALK: to Travil.
PICK: the "a letter of recommendation for you was stolen from me" option.
TALK: to Travil again.
PICK: the "my life belongs to the King of France ! I am at your service" option.
TALK: to Travil again.
PICK: the "it is not for me to judge her" option.
USE: the horse shoe on the horse.
USE: the sword or the spear on the guard in the Tavern.
USE: the clay jug on the wine barrel to the left of the fire to fill it with wine.
ADVANCE

THE QUEEN

TALK: to the Duke.
PICK: the "I am the Queen's representative" option.
TALK: to the Duke again.
PICK: the "diamond pendants for an ancient trunk, does this tempt you?" option.
GIVE: the ancient trunk to the Duke.
TALK: to the Duke again.
PICK: the "mylord, I beg you to believe me" option.
ADVANCE
USE: the key on the door.
ADVANCE
PICK UP: the vase of flowers.
USE: the vase of water on the fire.
USE: the dagger on the eye



PLAY TO WIN



shaped section at the back of the fire grate.
ADVANCE — finding a secret passage.
TALK: to the lady.
PICK: the "Good day mylady I come by order of Buckingham" option.
TALK: to the lady again.
PICK: the "the Duke has sent me to retrieve . . . diamond pendants" option.
TALK: to the lady again.
PICK: the "I have ways of making you talk" option.
TALK: to the lady again.
PICK: the "your face, your body, your dress drive me crazy" option.
PICK UP: the pendants from around the ladies neck.
ADVANCE
GIVE: the pendants to the Queen.
TALK: to the Queen.
PICK: the "madam it was an honour without equal" option.
TALK: to the Queen again.
PICK: the "that which your majesty deems acceptable to give me" option.
ADVANCE

LIZARDS AND CYCLOPSE

ADVANCE AGAIN
USE: the dagger on the reactor to travel to II
ADVANCE
PICK UP: the pewter goblet from the front of the right hand side rocks.
PICK UP: the sea shell with the necklace in it from the right of the screen.
ADVANCE
LOOK AT THE LIZARD ON THE ROCK FACE IF YOU WANT TO.
ADVANCE
USE: the anchor on the little rock to the left of the big rock.
ADVANCE
TALK: to the Cylops
PICK: the "O powerful Polyphemus . . . a humble traveller?" option.
TALK: to the cyclops again.
PICK: the "I have some wine, a nectar that comes from future worlds" option.
TALK: to the cyclops again.
PICK:the "open your mouth, so I can empty my clay jug" option.
USE: the spear on the cyclops' eye.
USE: the clay jug on the blood.
KEEP RETREATING UNTIL YOU REACH THE SHIP.
USE: the pewter goblet on the reactor to travel to V.
ADVANCE
ADVANCE AGAIN
PICK UP: the rope from the tree in the top left hand corner of the screen.
ADVANCE
TALK: to the sorceress.
PICK: the "beautiful sorceress would you feed a poor starving stranger" option.
TALK: to the sorceress again.
i*PICK*: the "but first I must protect myself from your magical powers" option.
USE: the ring.
TALK: to the sorceress again.
PICK: the "surely it's a trap, but what difference, I cannot resist your charms" option.
GO AND ENJOY YOURSELF !!!!

KINGDOM OF THE DEAD

RETREAT: back to the ship.
USE: the nails on the reactor to travel to VI — 'THE KINGDOM OF THE DEAD'
ADVANCE
ADVANCE AGAIN
PICK UP: the bronze shield from the far right of the screen.
ADVANCE
TALK: to Tiresias.
PICK: the "O prophet Tiresias, drink this blood and reveal the perils that await me" option.
GIVE: the clay jug with blood in it to Tiresias.
TALK: to Tiresias again.
PICK: the "do your job and predict my future" option.
TALK: to Tiresias again.
PICK: the "Charybdis" option.
RETREAT: back to the ship.
USE: the bronze shield on the reactor to travel to IX.
PICK UP: the candles from next to the baby.
USE: the necklace on the reacctor to travel to VII.
ADVANCE
USE: the rope on the ships mast.
USE: the candles on the crew (watch out this is tricky).
ADVANCE
ADVANCE AGAIN
ADVANCE AGAIN
ADVANCE AGAIN
RETREAT
RETREAT AGAIN
PICK UP: the ear-rings which are to be found in the empty cabinet in the centre of the screen.
ADVANCE
USE: the ear-rings on the reactor to travel to VIII.
ADVANCE
ADVANCE AGAIN
USE: the sword on the horn of the ox on the right of the screen.
PICK UP: the horn.
RETREAT
USE: the sword on the top of the rock in the centre of the screen.
PICK UP: both pieces of the broken sword.
RETREAT
USE: the point of the broken sword, not the hilt, on the reactor to travel to XII.
USE: the gold sceptre on the King.
ADVANCE
ADVANCE AGAIN
USE: the ox horn on Roland.
RETREAT
RETREAT AGAIN
USE: the sword on the reactor to travel home to THE END.



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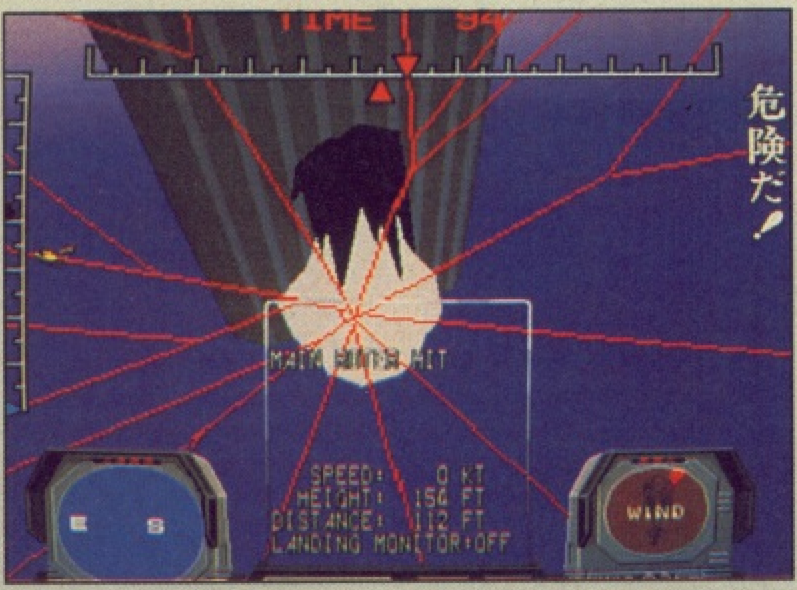
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You're advised on these sections.



Co-ordinate the pedals and the joystick to head in right direction

AIR INFERNO

TAITO

After a few spins on Taito's impressive new chopper sim *Air Inferno*, I must admit to having far more sympathy for Mike Smith than I did before.

Clearly some effort has been taken by the Taito boffins to recreate the controls and general handling of the real thing. The impressive sit-in console features a four directional steering column, foot-rudders for sending the craft left or right and a further hand lever to bring your altitude up or down. There's also a button which brings up the landing view-from-above monitor, and, finally, a button which controls the fire extinguishers which douse the flames that give this game its name.

The graphics are of the filled-vector variety you generally find adorning the more serious simulations, and the screen has a variety of displays to let you know how you're doing, including written instructions for the hard-of-thinking.

It doesn't take long to discover that controlling one of these whirlybirds is exceedingly complicated for the uninitiated. Basically, there are just too many things to keep your eye on — and then, of course, you've got the small matter of fire-fighting to consider.

The fires which you're called

ASHURA BLASTER

TAITO

Catch bonus capsules.



Probably the most damning indictment of *Ashura Blaster* is that having taken a swift look at in the vast new arcade in Piccadilly's Trocadero, I went off to furnish myself with some change only to return to the machine next to it. With my readies hovering over the slot I only noticed my mistake when I spotted a Konami logo forming.

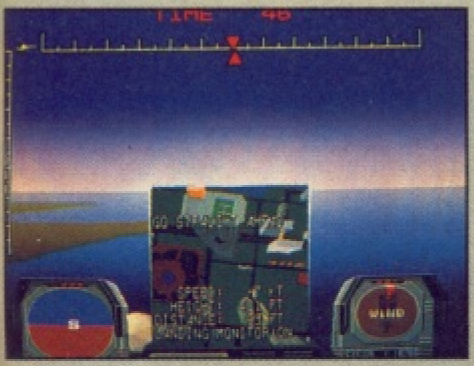
This is one of what must be twenty or thirty scrolling shoot 'em ups which appear over the course of the year. They're put out by everyone from the biggest coin-op manufacturers to the smallest; they don't have a single idea to differentiate one from the other, their only appeal relies on setting addicts an unseen challenge. Play one of these and you've played them all.

As soon as *Ashura Blaster* was up and running my sense of *déja vu* was compounded by *déja joue*. I'd swear I'd played it before — in the arcade, on the PC Engine, in fact come to think of it, play *Sidewinder*, that old budget classic (or freebie if you were lucky to receive it with CU eighteen months ago) and you've played *Ashura Blaster*.

It's straight ahead two-player vertical blasting without frills. Each level begins

The weapons screen.





upon to extinguish spring up in a variety of locations. Some are low level, some are on sky scrapers, some are on petrol tankers in the middle of the sea. The ultimate object of the game (apart from survival!) is to hover over these conflagrations long enough to put them out with well-aimed blasts from your fire extinguishers.

Once you've mastered the secret of locating and extinguishing fires without becoming a statistic yourself, you've got to land the thing in one piece. On dry land this is not too tough, if taken slowly, but just wait until you've got to put down on the confines of an aircraft carrier deck.

But don't let this griping put you off. On the contrary, a simulation this testing and authentic is rare to find indeed, and definitely worth your immediate investigation. It may not be easy, but *Air Inferno* is quality gaming.

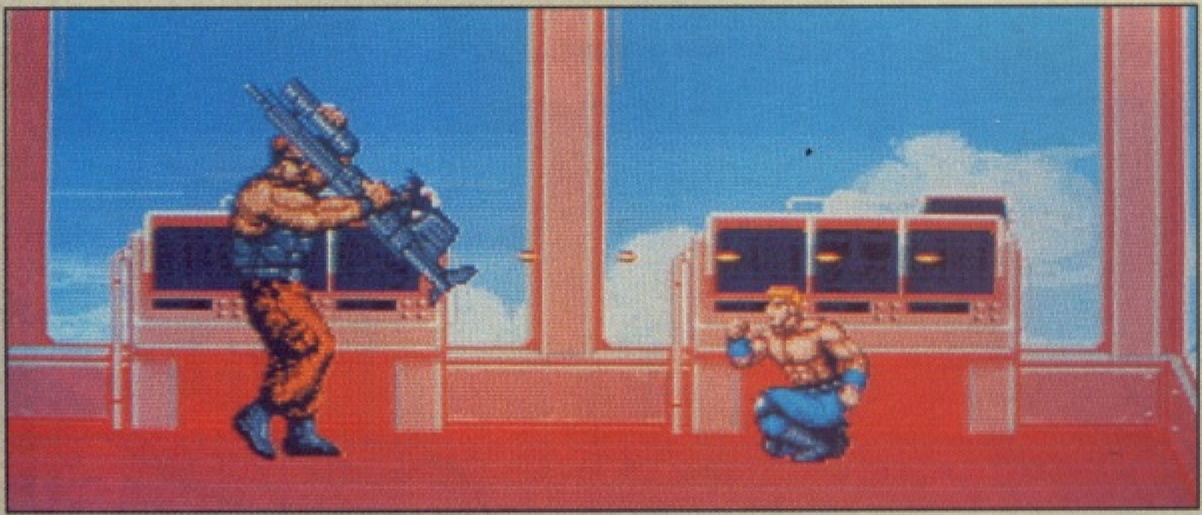
Nick Kelly

GRAPHICS	79%
SOUND:	84%
PLAYABILITY	86%
CONVERTABILITY	52%
OVERALL	85%

with a flaxen haired beauty passing on orders to destroy attack waves of enemies and ends with you destroying the usual tank/plane/emplacement. You don't need me to describe the graphics or the sound because undoubtedly like me you've seen *Ashura Blaster* before.

Mike Pattenden

SOUND:	66%
GRAPHICS	70%
PLAYABILITY	70%
CONVERTABILITY	90%
OVERALL	65%



Now you're overpowered.

TAITO

THUNDER FOX

The continuous subject of world terrorism seems to inspire game designers almost as strongly as having their girlfriends kidnapped by devious gangland bosses.

The unspecified date for *Thunder Fox* is 199X, and world terrorism is running amok. The only answer is to despatch another of those crack teams that always seem to exist in these games (is there an agency which handles them?).

Thunder Fox is a hotch potch of styles and ideas culled from old titles. It combines beat 'em up action of the *Green Beret* variety with aerial shoot 'em ups. It's divided into a number of sections which takes you from outside a base into the air and on into an airborne complex.

You begin in a straightforward combat section which scrolls horizontally, throwing up groups of soldier which look, curiously if you consider the nationality of the game's constructors, like WWII Japanese foot soldiers. Complete this phase — and only a large tank will trouble you — and you leap out into a sort of flying beaker which swoops skyward onto the second stage. Here the graphics highlight the game's limitations, as the characters shrink and a desperately uninspired bit of horizontal blasting ensues.

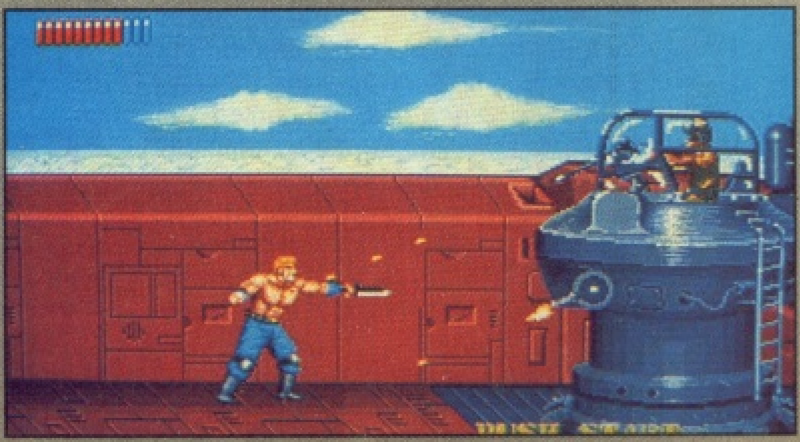


Dodge the weapons

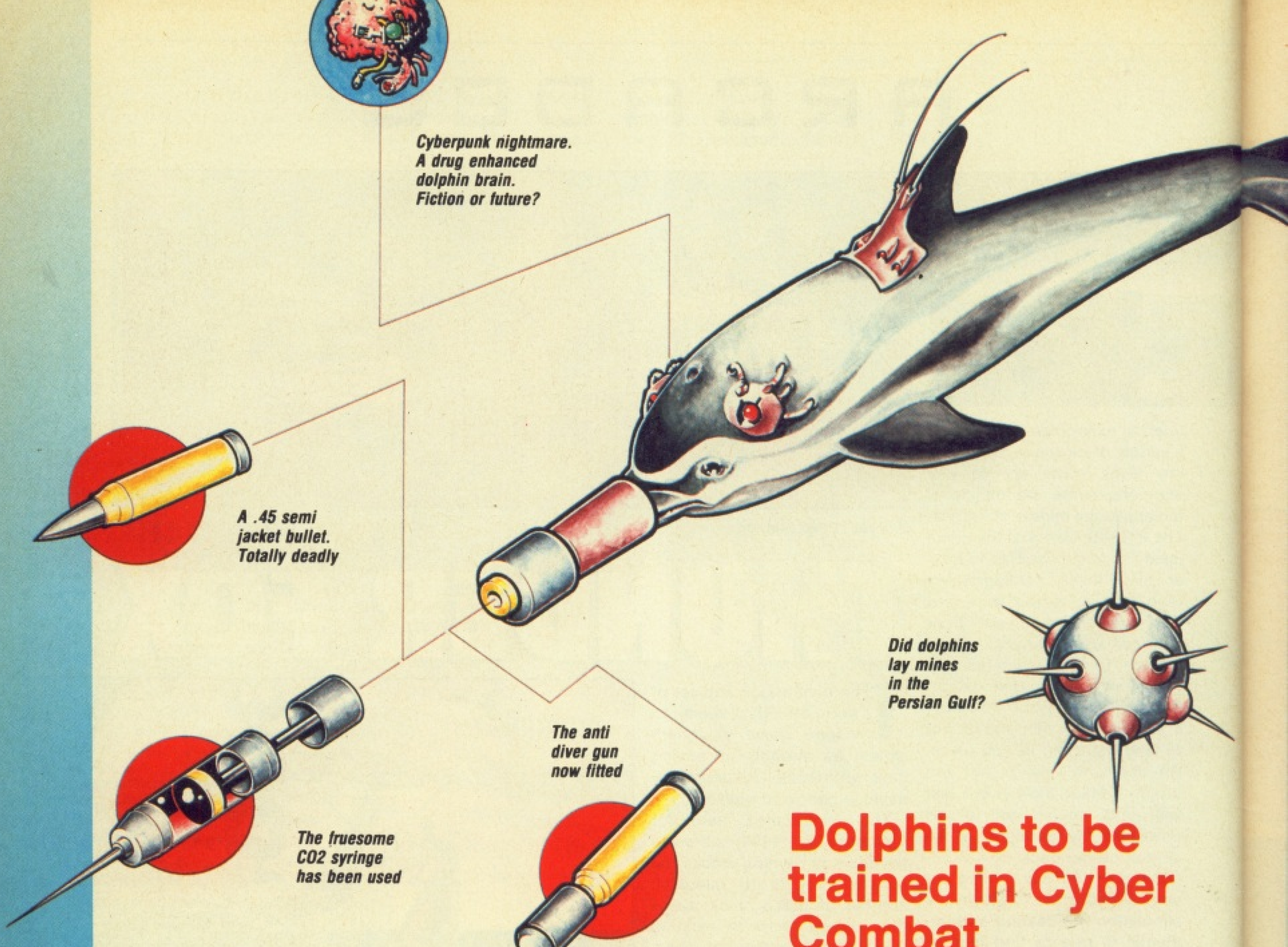
Stage three rescues matters as you dock with a huge flying complex and fight your way up and down its levels and corridors until you find its power source which you'll have to destroy before you can make your escape. From then it's onto the next level in hot pursuit of the enemy. *Thunder Fox* has its moments, but graphically and aurally it is unremarkable, in fact it shows all the signs of something they knocked out just to keep the cash dropping in.

Mike Pattenden

It's the ship of the future.



SOUND:	70%
GRAPHICS	75%
PLAYABILITY	79%
CONVERTABILITY	80%
OVERALL	77%



Cyberpunk nightmare. A drug enhanced dolphin brain. Fiction or future?

A .45 semi jacket bullet. Totally deadly

Did dolphins lay mines in the Persian Gulf?

The anti diver gun now fitted

The fruesome CO2 syringe has been used

Dolphins to be trained in Cyber Combat

Schools Out

Is the US Navy arming Dolphins with .45-calibre noise-guns? Did crack assault Dolphins die in the Vietnam war? Will schools of genetically bred dolphins with narcotic-based brain implants be remotely controlled by the navies of the future? RIK HAYNES risks FBI investigation for this exclusive CU report . . .

The noblest of all marine mammals are being immorally misused by the US Navy, according to a leading American animal rights activist. Florida-based Richard O'Barry, who trained dolphins for the popular 60's TV show Flipper, is now leading a campaign to stop the US Navy's top secret marine mammal programme. He told me, "The US Navy is developing a highly secretive Swimmer Elimination System which is basically a dolphin, armed with a .45-calibre nose gun, trained to kill an enemy diver.

The nose-gun is housed in a cone moulded from a resin cast of the dolphins snout. A neoprene lining gives the cone better suction and a surrounding Styrofoam canister is used for added protection. The .45-calibre gun has a spring-loaded firing mechanism. The dolphin rams the canister into the diver to fire a high velocity bullet. The canister is dislodged by the shock and floats to the surface.

Sickeningly, the nose-gun is only the latest in a horrific history of dolphin misuse by the US Navy. "At least 13 dolphins were sent to Vietnam during the war — the US Navy used them as sentries," recounted O'Barry. "Dolphins were also used as minesweepers in the recent Persian Gulf crisis because the Pentagon needed an 'underwater surveillance and detection capability'. We definitely know one dolphin died in that conflict, although the US Navy said 'there was no hostile action involved'."

The nose-gun just forms part of the multi-million dollar US Navy programme to use dolphins as sentries for Trident nuclear submarines. And when you start talking Trident nuclear subs, you start talking security. O'Barry confirmed, "I was recently arrested for my protest activities. The FBI has me under surveillance and is tapping all my phone calls. They're probably running a check on you as we speak." It may soon get worse. "I don't mind the FBI, it's the CIA that worries me," he added, "I could very easily become a hit and run victim."

'Before the nose-gun, the US Navy used a CO_2 hypodermic syringe to blow a divers insides out. For instance, if the syringe was injected into the divers stomach area, their intestines would be blasted out of

Dolphins Dodge The Draft

their mouth, nose, eyes, ears and ass."

O'Barry heads a worldwide campaign to not only stop the use of dolphins in naval warfare but also end performing dolphin sideshows at theme parks. Doug Cartlidge, from the Whale and Dolphin Conservation Society in the UK, said: "Every country has experimented with dolpins for military applications but the Americans and Russians are leading the field. The Russians have a major marine mammal research facility in the Black Sea".

Dolphins aren't the only sea mammals to be pressganged into service. Sea lions, killer whales and other members of the whale family are also 'drafted' into the American and Russian navies.

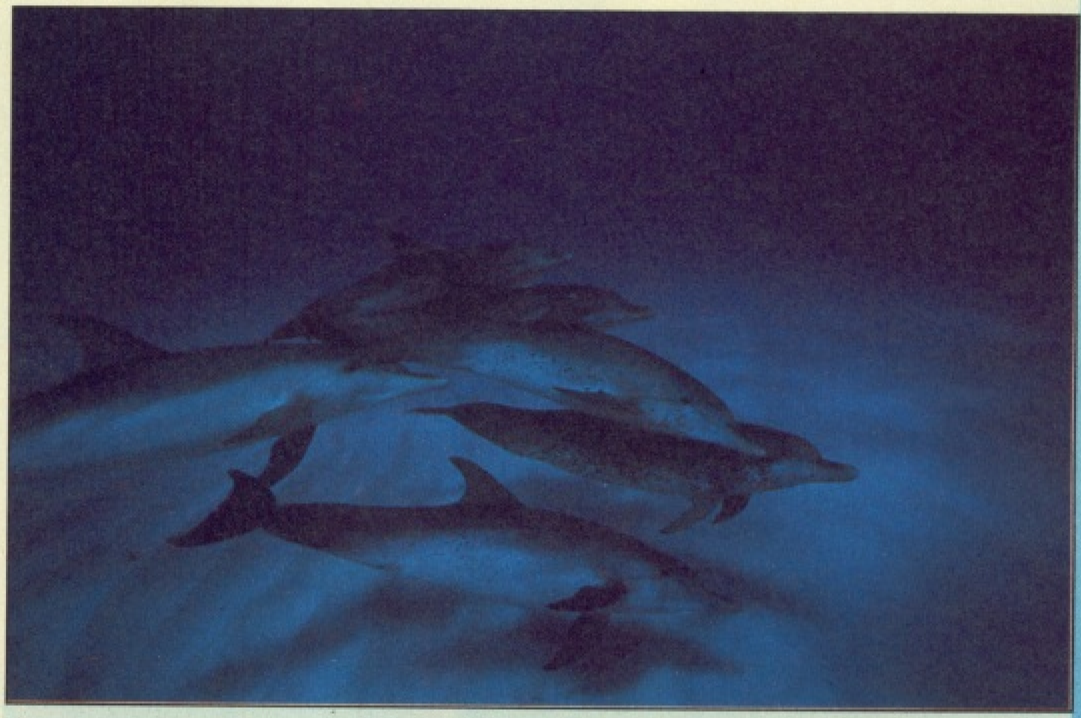
But how do you motivate a dolphin to kill a human or hunt out a mine? The US navy uses food as the major incentive. A hungry dolphin is a willing servant. Rumours suggest US Navy trainers are also experimenting with drugs to develop even more disciplined killer dolphins.

Unsurprisingly, a US Navy spokesperson in the Pentagon refused to comment on any of the allegations made in this report.

If something isn't done now, the cyberpunk visualisations of William Gibson could well come true. In his outstanding Johnny Mnemonic sci-fi short-story, Gibson tells of a near-future dolphin armed with a SQUID (Superconducting Quantum Interface Detector) implant used to find submarines and sweep cyber mines. A sad, pathetic creature. A cybernetic dolphin wired to smack. But is this a case of fiction or fact? Only the US Navy knows for sure . . .

What can be done to save the dolphin? Cartlidge and his Society have set up a dolphin rehabilitation centre in the Caribbean. A special meeting was held in Geneva last month to discuss all the protest possibilities. In the meantime, O'Barry is asking you to write to the President of the United States of America requesting he immediately put an end to the US navy's marine mammal programme. Send your letters of protest to: President Bush, The White House, Washington DC 20500, USA.

Or if you want to make your voice heard through a UK group contact The Environmental Investigation Agency, 209 Upper Street, London N1 1LR. Tel 071 704 9441. The EIA are an independent pressure group with a successful record in exposing and combatting animal abuses.



Sea Monsters

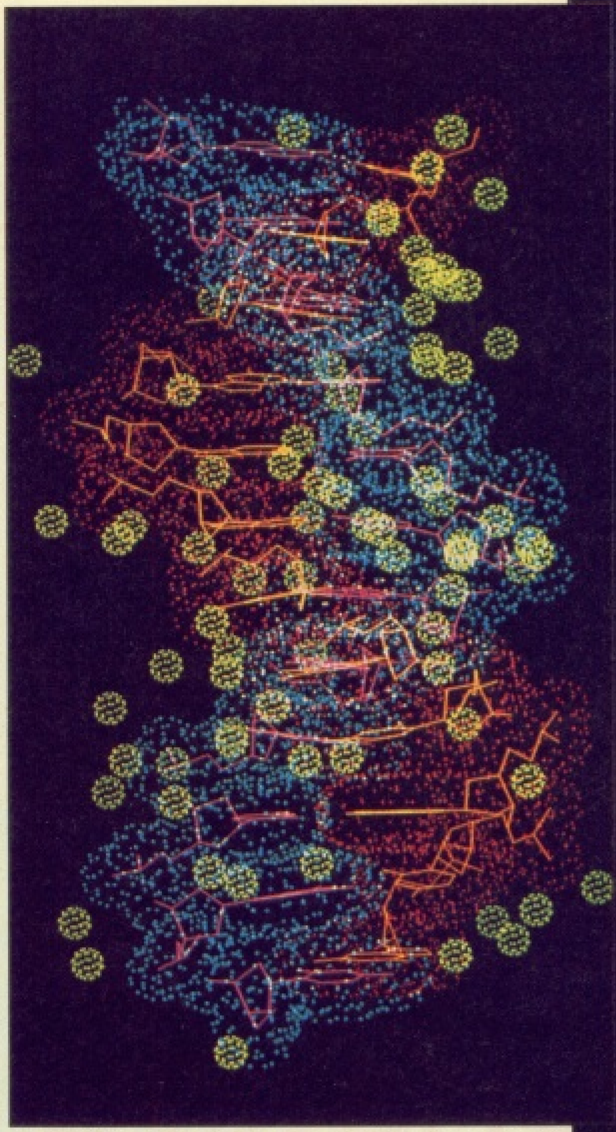
Did dolphins cause the Marie Celeste to disappear or the Amoco Cadiz to flounder? Perhaps not, but the fantasitc can turn into hard, cold facts. The history of seafaring is awash with stories of monsters from the bottom of the briney. Beautiful but deadly mermaids luring sailors to their doom, great white sharks chewing on adolescents, Octopi with tentacles the girth of a Californian Redwood tree dragging unsuspecting dinghies down — but will future generations corrupt the most gentle of sea mammals and turn the dolphin into a killer?

Who knows? Perhaps one day old sea dogs will puff on their pipes and tell yarns about the times when they battled with schools of sleek and silent mercenary dolphins.





Can sea mammals cause wrecks and topple lighthouses. Was this done on porpoise?



A single DNA stand, containing a person's complete genetic make up.



Could designer humans one day be a reality.

Genetic Imagineering

Will parents of the future choose the intellect, appearance and personality of their children while they are still in the womb? Will the human race end up as clones of Kylie and Jason? Rik Haynes looks at the genetic generation . . .

What exactly is genetic engineering? Is it a good or bad thing? Is it dangerous? Genetic engineering is the future. Whether you call it good or bad depends on your religious beliefs and yearning for 'the natural order of things'. If genetic engineers ever make a crucial mistake it could wipe out the entire human race.

For the last 37 years, ever since James Watson and Francis Crick first discovered the double helix of DNA twisting through the core of human cells, scientists from around the world have been fascinated by genetics. The engineers of the 21st century are already starting to grab the headlines and plenty of research and development cash. As Hermann Strenger puts it, 'Genetic engineering is a key to the further development of the modern industrial economy. Only with the help of genetic engineering can we discover the causes of many life-threatening illnesses and develop medicines to combat them. Without genetic engineering we would be helpless in the face of AIDS and cancer'. Strenger is the Chairman of Bayer, a West German company at the cutting edge of genetic-tech.

Strenger is very aware of the dangers of genetic engineering, 'This technology could have ecological, social and scientific consequences which we cannot fully assess at present.'

But high risks reap high rewards. Genetic engineering and biotechnology provide opportunities for curing incurable human diseases, improving animal health and breeding, and protecting crops against disease — to name but a few.

And what about the progress express? What lies beyond the boundaries of the impossible, impractical, indescribable and just plain

incredible?

Cloning, a part of genetic engineering, was a favourite subject for the sci-fi writers in the 60's and 70's. One of the best examples of the genre is in Joe Haldeman's "The Forever War", where Earth fights a galactic battle with Tauran clones for two millennia. It is not until the human race becomes a clone of one individual that the fighting ends. Though perhaps this is just a hidden message of post-Vietnam empathy for the communist VC, as the author was, in fact, a Vietnam vet.

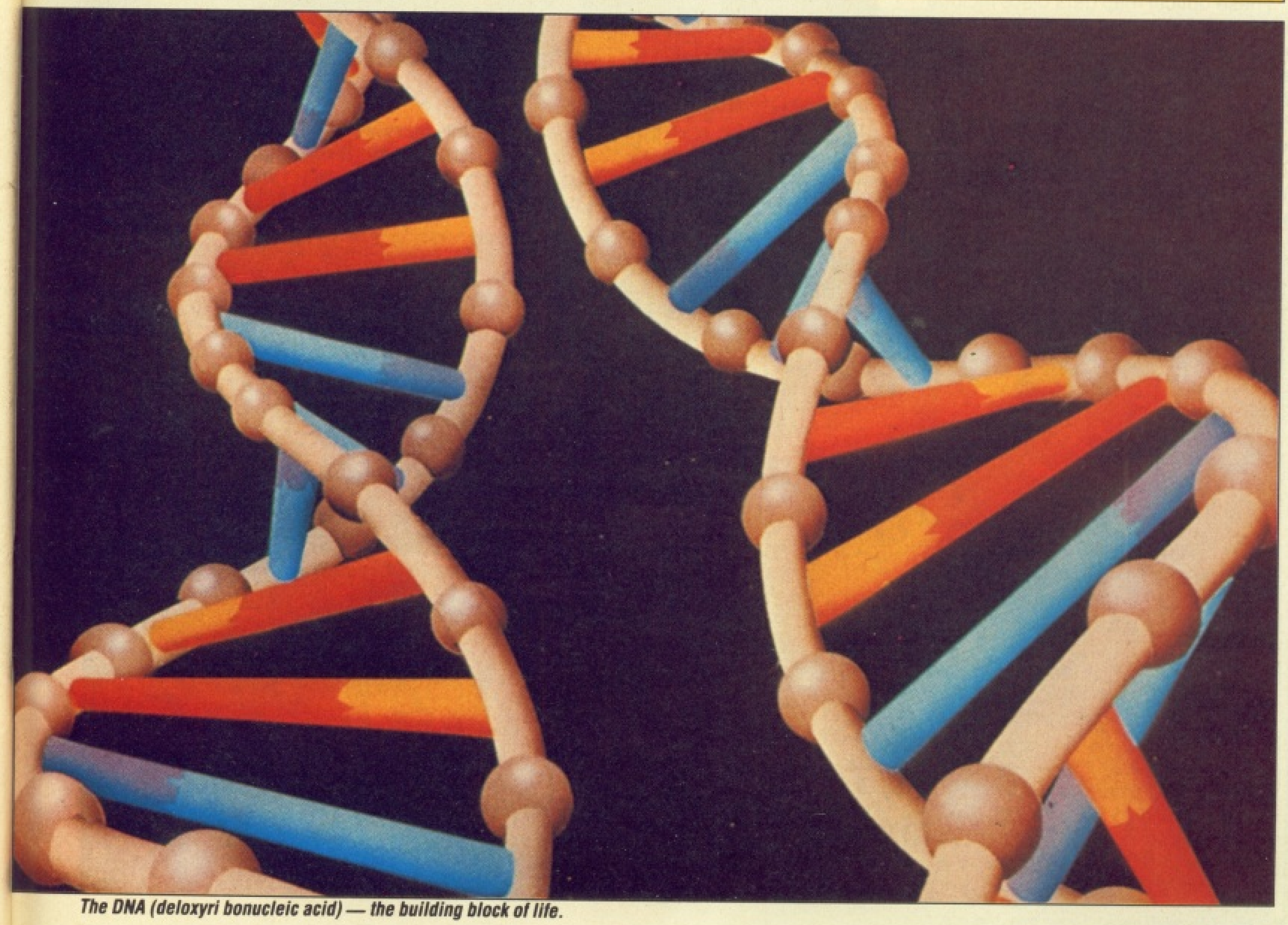
But it is in the latest strand of sci-fi that genetic engineering takes a leading role — in the stories of high-tech and low-life that are dubbed cyberpunk. And there's no better example of this than *Neuromancer* by cyberpunk guru, William Gibson. 'Neuromancer' creates a near future populated by nerve-splicing Japanese neurosurgeons and genetic drug dealers. One of its characters, Julius Deane, takes a yearly trip to Tokyo, where genetic surgeons reset the code of his DNA to retain his 'youthful' looks of 135 years.

And things really get genetic with Rudy Rucker's 'WetWare'. The story goes like this: 'In the beginning the humans built the Boppers. Then the Boppers took over and built themselves. And now the Boppers are making humans. With a soft spot in their microchips for Earthlife's info-mix stew, the moon-based robots have worked out how to infuse DNA's wetware with their own software code. Result: one whole new lifeform: Manchile, the superhuman meatbop. But spreading the seed down on Terra Firma is a problem. Cobb Anderson, who started it all, has to come out of his cold-storage heaven to lend a hand in the interspecies merger. After all, we could be talking about a new dawn for cyber-humanity. Which could be fun!'

So will fact fuse fiction to become future faction? Will tomorrow's girls choose to be clones of Kylie? Dr Green from the Department of Biochemistry at the University of Liverpool is horrified by the mere mention of Kylie clones. 'It's entirely ridiculous and totally impractical. It's straight out of the comics.' Lighten up Doc, it's only plastic after all . . .

NUTTY DICTATORS

During World War II the Nazi's carried out various 'scientific' medical tests and experiments on the prisoners of the Dachau concentration camp. Some of these were on the fringe of genetic technology — particularly as Hitler's main obsession, the purity of his German race, meant he wanted to populate his thousand year Reich with clones of the archetypical blue eyes, blond hair. Like most of Hitler's schemes the whole idea was insanely flawed. And most of the Nazi 'findings' were either totally fabricated or completely ignored on the grounds that they were the product of gross violations of human rights. Nevertheless, the thought of Hitler 'clones' lives on in the form of TV shows and movies. In The Boys From Brazil film, Gregory Peck plays an obsessed Nazi scientist who artificially implants Hitler's genes into a group of pregnant mothers. He then creates similar psychological patterns to Hitler's own childhood in order to instil a similar warped outlook on life in his clones. Fortunately, Larry Olivier is there to thwart his efforts and save the world from clones of the little corporal.



The DNA (deloxyri bonucleic acid) — the building block of life.

AGENDA

High Tech Tomorrows

Rik Haynes once more delves into the world of technology and consumerism and finds out that the future is now

SATELLITE NAVIGATION

Japan electro-gadgeteers, Pioneer Electronics' new AVIC-1 is the world's first satellite navigation system for the consumer market. This dashboard-mounted device can pin-point your car's position to an accuracy of 100 meters using the US Government's Global Positioning System (GPS) — a network of 24 satellites orbiting the globe. A colour LCD screen gives you visual confirmation of your current location using a map display pulled from laser disc.

These optical map data discs include five levels of map detail, and also show nearby restaurants and hotels and the entertainment facilities and services they provide. Each disc costs around £40. It takes four of them to cover the whole of Japan.

The complete AVIC-1 system (navigation device, display, antenna and audio system) comes in at approximately £2,000. The GPS signals come free.

As a matter of fact, the GPS sat-net is accurate to less than 10 meters — but this facilities is strictly reserved for the US Military. The Pentagon made sure of this — they didn't want anybody guiding missiles with GPS!



OK, where's the nearest McDonalds?



Bet Nigel Mansell doesn't have one of these.



Now that's what I call purity filtered optics.

WALLVISION

Phillips, the world's largest manufacturer of projection TVs, has launched WallVision — the first large screen compact rear projection television system. It can operate as a normal stand-alone set or can be installed directly into your wall.

"The WallVision allows customers to create their own home theatre environment," says Philips, "it is the most versatile rear projection system available."

WallVision is available in 46", 52" and 61" screen sizes. Each model is encased in medium oak veneer cabinetry. There is also a matt black option for cyber couch potatoes. Prices start at $3,000.

TV TUNE UP

WallVision includes an air dam, purity filtered optics, high bright lens design and colour corrected lenses. Purity filtered optics remove unwanted light contamination resulting in greener greens. A compact light path reduces tube-to-screen distance and boosts brightness and picture clarity. Three separate 7" super tubes are liquid cooled and coupled for sharper image and detail. A dual element black strip screen absorbs 150% more ambient light than conventional television screens and creates a full 160° horizontal viewing angle. The Dolby Pro Logic system recreates the same surround sound viewing experience as many theatres. WallVision provides maximum entertainment value with minimal intrusion on living space." What is Philips talking about?



LASER LEPERS

LA-based Spacetech's latest gadget is a laser ghetto-blaster to deaf the sounds and blind the light. "The Laser Vision entertainment system is the first and only genuine laser beam show for home as well as outdoor use," states Spacetech.

"Laser Vision projects huge different patters (up to 100 feet) on walls and ceilings in response to sound, music and voice waves — in a synchronised way."

"In addition, Laser Vision projects up to 12 different hypnotic patterns."

If you're interested, call SpaceTech on 0101 213 6291556 for further details. Don't forget to tell them you saw Laser Vision in CU.

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INSIDE INF

What's happening in the world of software? Release dates, gossip, plus news and views from those who decide which games' you buy.

THEIR DARKEST HOUR

Lucasfilms' top-rated combat flight sim, *Their Finest Hour*, has run into flak from the West German authorities and is in danger of being shot down for good. The simulator, set at the time of the Battle of Britain in the Second World War, has been singled out by German censors for including swastikas in its packaging. Under German law it's an offence to openly display the nazi swastika or make references to the Third Reich. Although Lucasfilms had obscured the symbol from the front of the box, government censors counted no less than 32 swastikas in the game's manual. Shops were advised to return the game or black out the offending symbols with a marker pen!





WILD THING

Softcos MicroProse was founded by Sid Meir and 'Wild' Bill Stealey in 1982. Playing an aerial combat game, *Red Baron*, Meir commented that he could design a better game in a week. Stealey retorted, 'If you can make it, I can sell it!'. Meier didn't complete the game in a week . . . it took two months and was titled *Hellcat Ace* and an idle boast resulted in a company with a multi-million dollar turnover and offices around the world.

Stealey was a jet fighter pilot before setting up MicroProse and owns and flies a fully aerobatic 1955 T-28 Trojan airplane, 'Miss MicroProse'.

MicroProse's most successful game to date is the F15 Strike Eagle flight sim and has sold over 1,000,000 copies so far with a coin-op version to be launched this autumn.

HACKED DOWN

In an effort to clamp down on computer hacking, the Computer Misuse Bill has finally gained Royal assent and will come into force on August 29. The Act has steamrollered its way onto the statute books because of widespread concern over the activities of professional hackers.

In the US, hackers have infiltrated military security systems and caused severe problems at scientific, educational and political research centres. Over here, the problem is not so severe but already there have been a stream of reports of computer vandalism by irresponsible hackers. Only last issue, CU reported the case of Nicholas 'Mad Hacker' Whitley who was sent down for 4 months after causing £25,000 worth of damage to computers at London, Bath and Hull universities. Many financial institutions have been rocked with widespread fraud after hackers broke into their systems, changed records and switched funds to their own bank accounts.

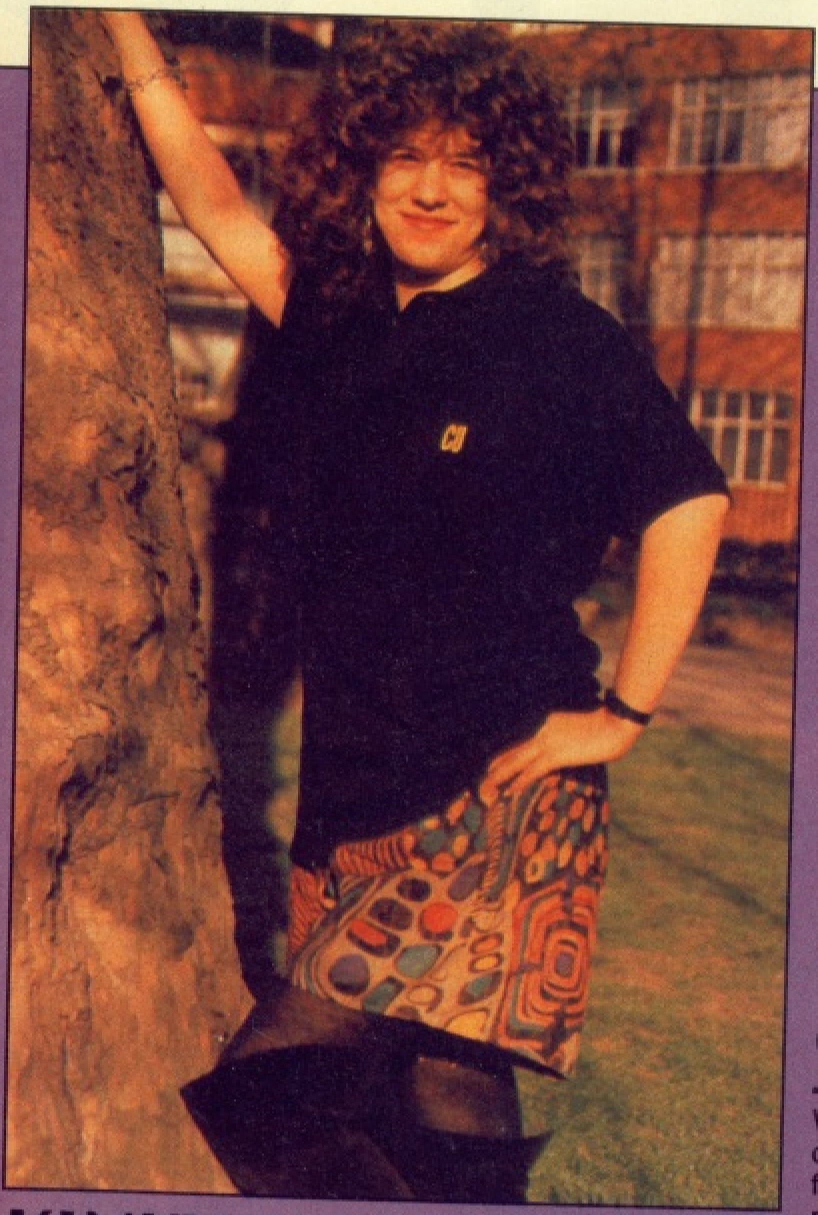
The Computer Misuse Act clamps down on many computer-related crimes and allows the courts to hand out hefty fines and stiff jail sentences. Using a computer without the owner's permission could land the hacker with a fine of up to six months in prison. Accessing a computer with the 'intention of committing or facilitating the commission of further offences' or modifying the 'contents of a computer' could result in a maximum penalty of up to five years in prison or an unlimited fine.

COMMODORE BLUES

After a disappointing performance last season, Chelsea Football Club are looking forward to the new campaign with the signing of two new players and the renewal of a sponsorship deal with Commodore worth over £2 million. Proving to be the biggest sponsorship deal in English league football, Commodore have sponsored Chelsea for the past three seasons and have extended the agreement for another five.



FORMATION



KINKY BOOTS

Here's the lovely Remzi, CU's Production Manager, posing in one of our brill polo shirts and a pair of her best fishing boots. Yep, our Remz is a bit of a keen angler and likes nothing better than to pop off to the local park for a bit of fly fishing. Her best catch? A 6lb bluebottle!

COVER UP

It's red faces all round at the CU offices this month. After announcing that we were going to change our logo this issue, what happens? We decide not to! The reason for this little cock-up is simple: CU celebrates its 100th issue with the October edition and we've decided to celebrate in style. We're adding more pages, more features, more games reviews, in fact, more of everything. We'll also have thicker covers and a better paper stock for the inside pages. Naturally, with the magazine undergoing a major facelift, we decided to postpone the new logo until then. Next month we'll tell you exactly what we've got in store for you. Watch out!

LAWRENCE OF CU



Never let it be said that CU's editor, Steve, is as stubborn as a mule! Here he is in sunny Egypt sporting a *Zak McKraken And The Alien Mind Benders* t-shirt. Quite what the locals made of his taste in t-shirts or of his rather natty head gear will have to remain a mystery. While there, Steve took a saunter through Cairo's shopping centre and was bowled over to find a copy of CU on sale! CU — pushing back the boundaries of the Amiga.

CU ROCKS

What a motley collection of degenerates, eh? This is, in fact, the soon-to-be famous rock group, Talinn. What's that got to do with CU? Well half of Tallin actually write for these hallowed pages. Mark Patterson, Staff Writer, plays guitar and Tony Dillon, freelance, screams out the vocals. If you want to experience the Tallin sound, and meet the rest of the CU staff, pop along to Acappella Music, Whitecross Street, London EC1 (opposite the Barbican Safeways) on Friday, 3rd August, at 8.30 pm. The nearest tube is Old Street and tickets are available on the door, price 50 pence. For more details 'phone Mark or Tony at CU Towers.



OUTER LIMITS

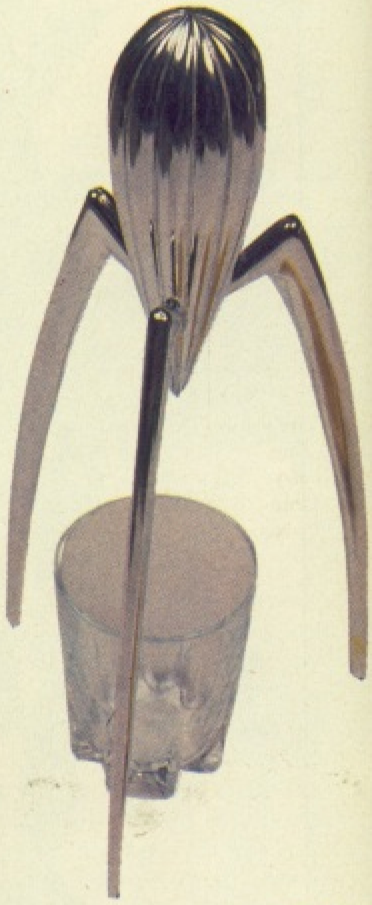


ADDER

calculator from American Retro (address opposite). Makes light work of difficult sums and costs £19.95.

SPIDER

What is this War of the Worlds-style, silverish, metallic object? The latest kitsch tie-in from a B movie, perhaps? Actually, it's none other than a huge and weird lemon squeezer for you to obtain some citric bite. From American Retro, 35 Old Compton Street, London W1V 5PL.



COMING SOON

The widescreen 16:9 ratio TV sets giving cinema quality viewing. From Thomson TV.





TIME PIECE

From Accent on Design. It has an adjustable face which can be rotated to be viewed from any angle. In matt black or grey, it costs £27.95 from American Retro (address above).



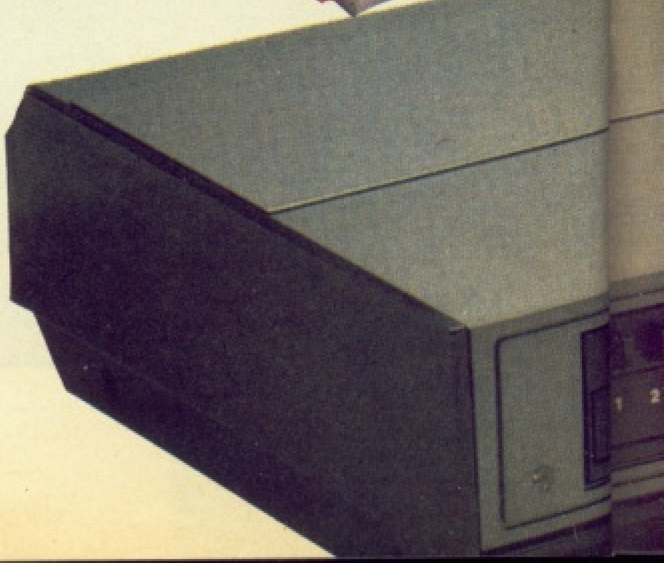
OLDIE BUT GOLDIE

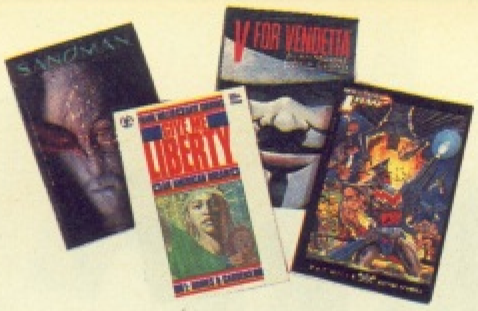
Kitsch, far-Eastern, clockwork memorabilia is currently the rage in London's fashion shops. Duck on a Bike costs £19.95 from American Retro.



COMPACT SAMPLES

From Sanyo. This portable noise capturer includes a digital filter and Megabass circuitry. Costs £299.





BEDTIME STORIES

Nightmarish futures in three new collections and the new and totally brilliant Give Me Liberty. From Comic Showcase, 76 Neale Street, London.



FAST FORWARD

Make your own movies with the Hitachi VM-S83, one of the best camcorders on the market. Complete with Hi-fi quality sound recording, it's in the shops now.

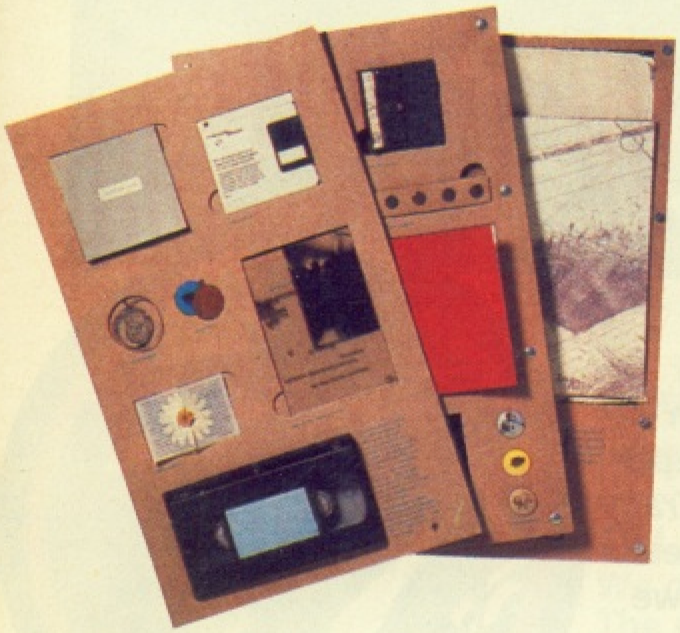


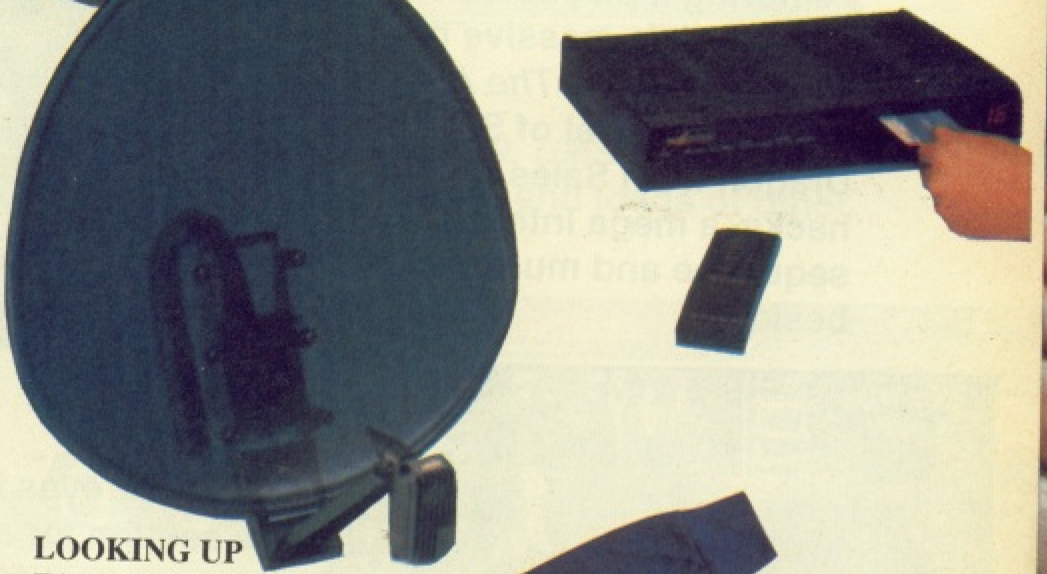
STRIKE A LIGHT

Three lighters with a difference from American Retro, 35 Old Compton St, London W1V 5PL. The red Wisdom lighter weighs a ton and costs £37.95; the Caromb, Kidney Bean lighter is £14.95; and the rubber-clad Specimin lighter will set you back £9.95.

POLY PROMOS

The Phinger II catalogue is the world's first multi-media, commercially available, end-of-year show from art students. With disk and a re-mixed Blue Peter theme on cassette. £37.50 from Dillons, Torrington Place, WC2.





LOOKING UP

This new Amstrad SRD-400 satellite receiver promises crisper than ever pictures.

NICAM ENHANCER

This £200 Sachs-Nicam AD900 offers a stand-alone option for decoding the digital signals. available from your high street.





BRISTOL

Get this fashionable T-shirt from the land of zider and the birthplace of the Ed. Price £17.50 from Tribe of One, 76 Colston Street, Bristol.

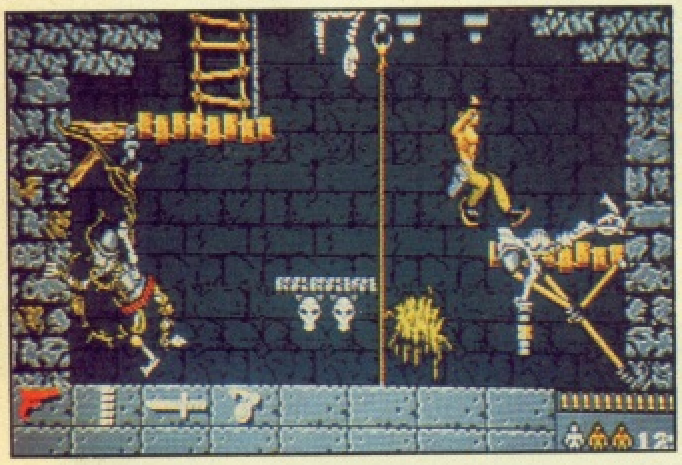
CU AMIGA

Don't miss next issue! In our September issue we'll be giving you the low down on some great new features and changes coming to CU which will make your eyes pop! Only one issue away from our 100th issue, the most closely guarded secret is out: CU is going to be bigger and better than ever before. We'll tell all next month. On top of that we'll have the most up to date news, reviews and features of *any* Amiga games mag. Can you afford to miss it?

THE AWESOME CU COLLECTION 5

Featuring a playable demo of US Gold's massive new release *Gold Of The Aztecs*. A playable level of St Dragon from Sales Curve, hacks, a mega intro sequence and much more besides.





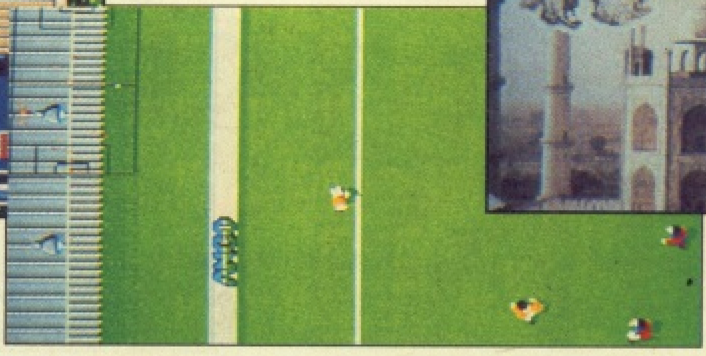
INSIGHT

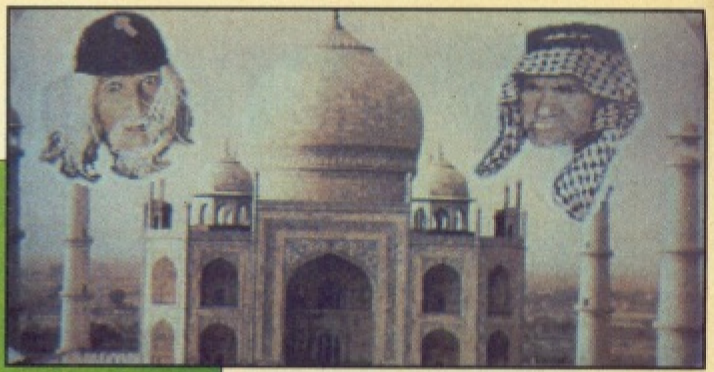
Keep your eyes fixed on this section for an in-depth mega preview of *Dick Tracy* plus more exclusive sneak previews of the games we think are destined for the top.



NEXT M



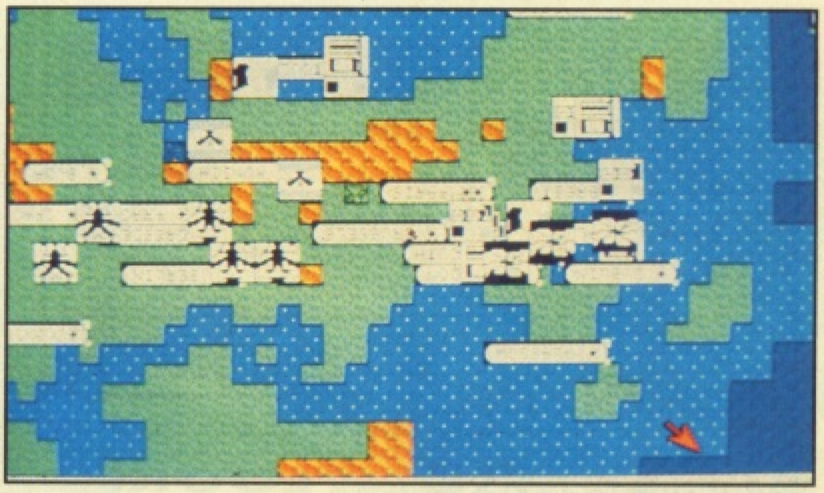




PLAY TO WIN

The essential playing guide to some of the top games. Next month we'll tell you how to complete *Kahlaan*, *Back To The Future II* and how to beat the best in *Kick Off 2*. There'll also be Helpline for anyone with a game's problem that needs solving!





REVIEWS

Exclusive reviews of *F19*, *UMS II*, *Supremacy*, *Corporation* and loads of other top name games.

AGENDA

We take a look at the cars of the future, everything from seventy foot limos to a completely amazing remote control sedan. We'll also be taking a look at the latest hi-tech gadgets that make the next century seem a little closer.



CU AMIGA – The very best in Amiga games coverage. We don't imitate, we innovate!
The next issue of CU Amiga is on sale 26 August. Be there!

MONTH

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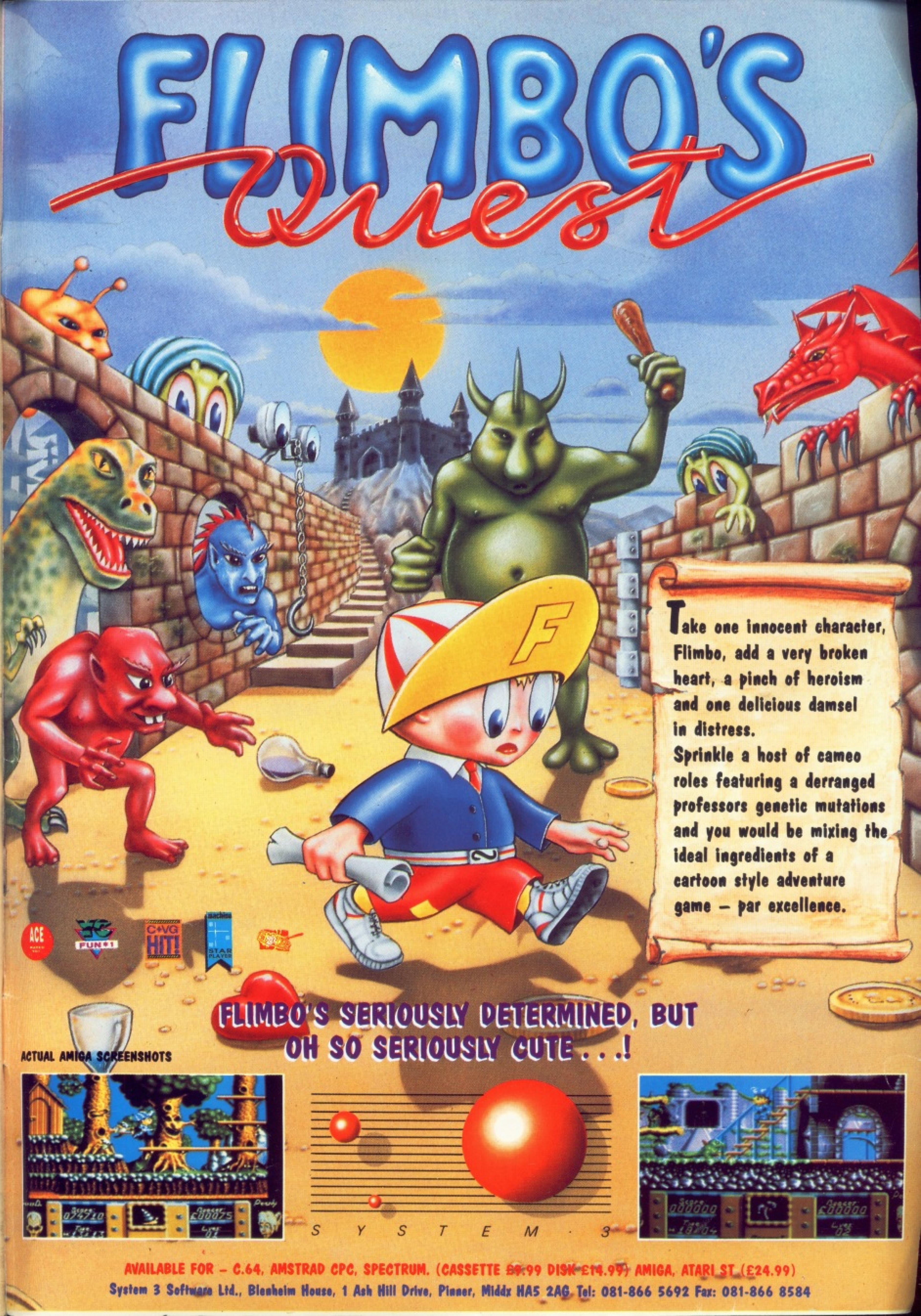
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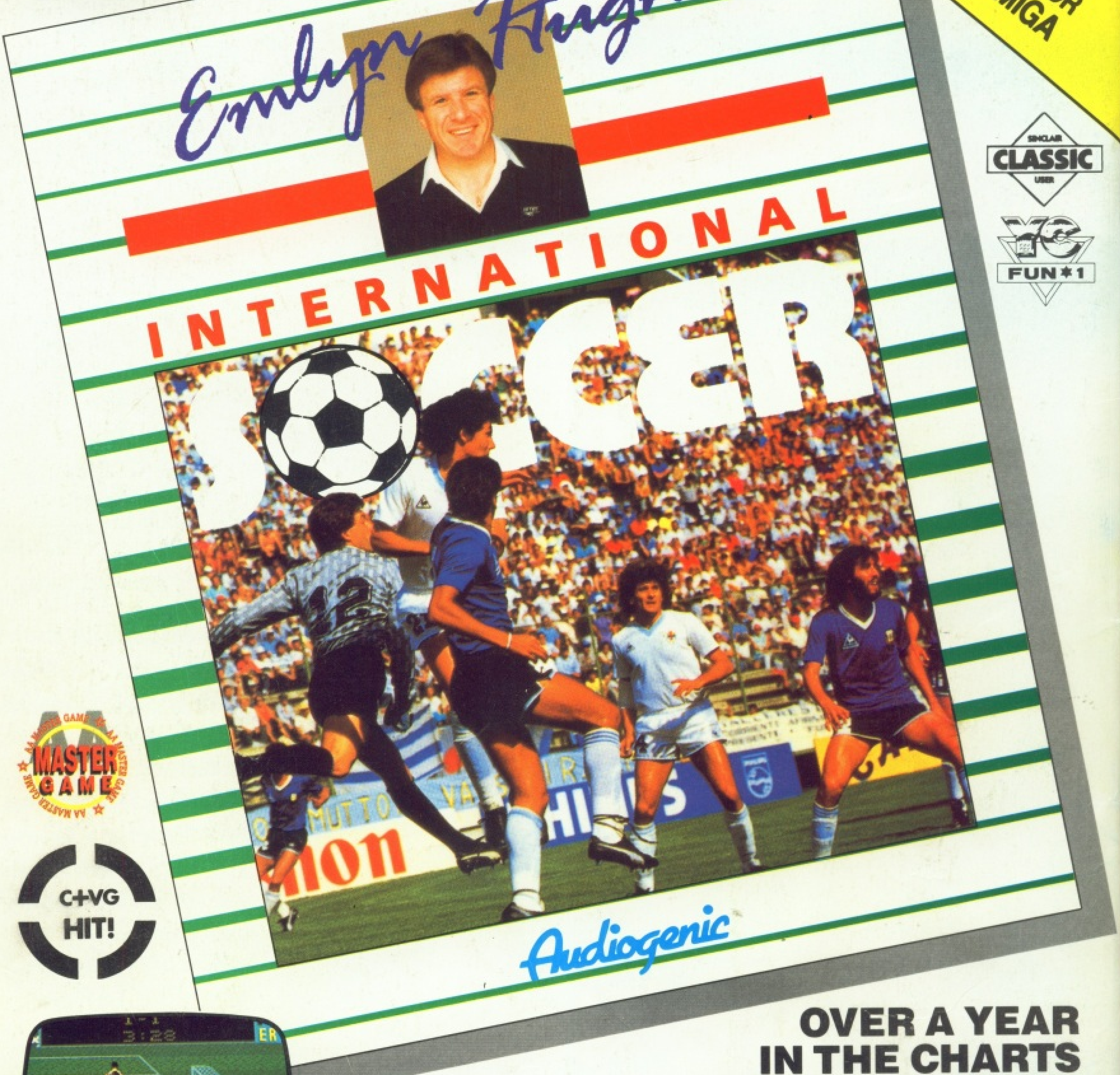
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Now, with the release of the Atari and Amiga versions reviewers are reaching for their dictionaries to find new superlatives. ZERO described the game as 'totally excellent', the sound as 'absolutely brilliant' 89%; Your Amiga rated it 'the best soccer simulation to date – 95%'; YC World Cup Winner 97%.

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